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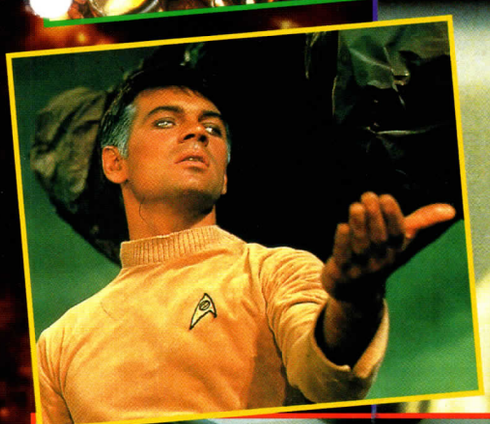
THE OFFICIAL STAR TREK® FACT FILES 30

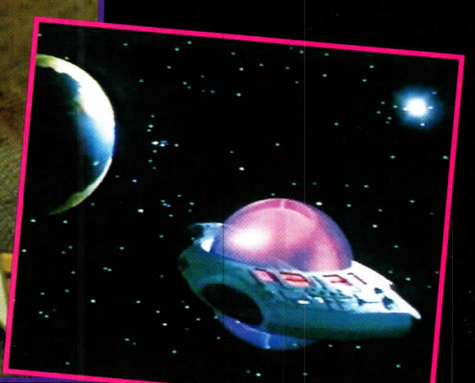
The Metreon Cascade
Neelix's world destroyed

The Borg Collective
Out to assimilate the Galaxy

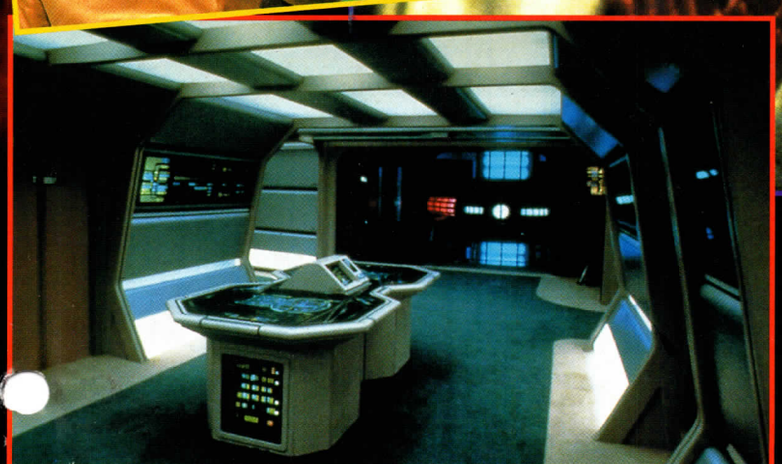
Pistol Phasers: 2285
Back to a two-piece weapon

Danger: Gary Mitchell
Corrupted by absolute power





The TARELLIAN PLAGUE VESSEL
Carriers of a plague that destroys worlds



U.S.S. ENTERPRISE NCC-1701-D
Computer technology of the 24th century

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THE OFFICIAL STAR TREK® FACT FILES

STAR TREK

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RINAX AND THE METREON CASCADE

OTHER GROUPS AND RACES

The metreon cascade is a deadly weapon conceived and built to end the war between the Haakonian Order and the Talaxians. But its effect is even more devastating than the Haakonians planned.

In 2356, the **Haakonian Order** conquers the **Talaxian** homeworld after a decade-long war. The surrender of **Talax** is precipitated by the destruction of a Talaxian colony by a new, lethal, Haakonian weapon. **Dr. Ma'Bor Jetrel**, a well-known and highly respected Haakonian scientist, conceives the weapon and leads the team of scientists who build it. Jetrel's instrument of destruction becomes known as the **metreon cascade**.

Rather than choose a purely military target, or simply deploy the weapon on an uninhabited planet, a colony on the Talaxian moon **Rinax** is chosen as the test target site. The Haakonian military strategists feel that a mere demonstration of the metreon cascade will not be enough; they want to show the power of the weapon in all its horror. Another factor in the Haakonian government's decision is that they believe the use of the weapon will end the war once and for all. The strategists contend that, if the war continues with the use of conventional weapons, millions more people on both sides will die. The sacrifice of one colony will save many more lives than it destroys.

Ruined world

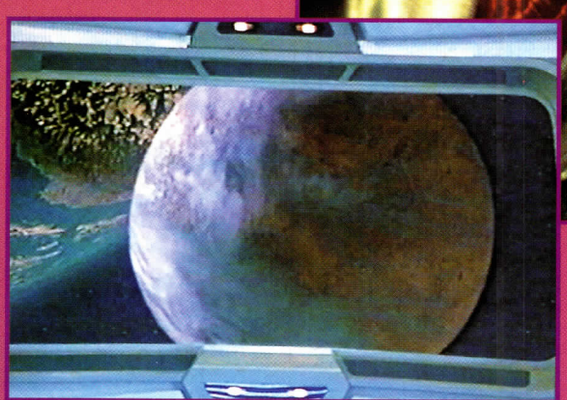
Rinax was a civilian settlement with the most temperate climate in the entire Talax system, boasting warm days and balmy nights. One could look up from the surface of Talax at night and see the lights of the thriving colony.

On the night of the metreon cascade's discharge, a blinding light, brighter than a thousand suns, cuts across the night sky. So intense is this light that people on Talax throw themselves to the ground. When they look to see where the flash has come from, the sky above their planet seems empty. After a few seconds, the Talaxians realize it is because Rinax is gone. In fact, the moon is still there; it just cannot be seen due to the metreon cloud that envelops it.

Legacy of death

The impact of the blast sets off hundreds of fires on Rinax. The colony is almost immediately reduced to nothing more than smouldering ruins, shrouded within a huge cloud of billowing dust. More than 300,000 Talaxian colonists are killed, and

Neelix, a former inhabitant of the Rinax colony, loses his home and his entire family to the metreon cascade. Years later, he finds it impossible to forgive Dr. Jetrel, the Haakonian scientist responsible for developing the weapon.



The Talaxian moon of Rinax was once a thriving colony, but it is now a dead and lifeless world. The environment and the Talaxians have never recovered from the devastating effect of the Haakonian weapon.

NO FORGIVENESS

Painful memories

Neelix tells Kes about the night the metreon cascade devastated his world and killed his family. The memories are so painful he rarely speaks of them to anyone.

Villain

Dr. Ma'Bor Jetrel developed the metreon cascade and led the team of scientists who worked on it. At the time he managed to distance himself from the moral implications of the weapon's use, and concentrated on the lives which would be saved by ending the war quickly.

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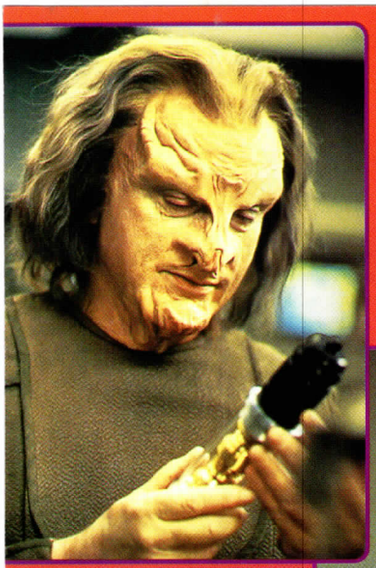
RINAX AND THE METREON CASCADE

OTHER GROUPS AND RACES



Regrets
Since the metreon cascade was detonated, Dr. Jetrel has regretted his actions. He has been looking for a way to put things right and to apologize to Talax.

Victim again
Jetrel claims that Neelix, a former inhabitant of Rinax who was on Talax at the time of the metreon cascade, is suffering from metremia. Jetrel wants to help find a cure.

Victim of his own weapon
It is Jetrel, not Neelix, who is suffering from metremia, but the Haakonian scientist needed help to find a cure. As his disease progresses, he collapses aboard the U.S.S. VOYAGER.

Final judgment
There is no cure for metremia, and Jetrel dies from the disease his weapon created. On his deathbed, Neelix forgives him; Jetrel is a misguided scientist, but he is not a monster.

thousands of others are left to die lingering deaths from metreon poisoning.

Talaxian rescue teams are dispatched to Rinax. Once there, they find the survivors. Their flesh, now the color of shale, has been horribly charred and their limbs mangled by the blast. It takes many more weeks for some of the survivors to die, and the Talaxian doctors can find no treatment for the metreon poisoning. Talax surrenders the day after the blast.

Subsequently, Rinax has remained enveloped in a deadly cloud that has brought an endless frigid night to this once beautiful moon. The metreon cloud is an ominous purple-gray veil that is intermittently illuminated by spectral flashes of lightning which slash through it.

Initially, Haakonian scientists believed that any being close enough to be exposed to the metreon cascade would have been killed instantly by the initial blast. However, this proves to be not entirely true.

Scientists discover that extended exposure to high concentrations of metreon isotopes do not kill immediately, but can lead to the development of a degenerative blood disease called **metremia**. Since metreon isotopes are unique, and their rate of decay highly variable, it can sometimes take years for metremia to set in. Once it manifests itself, this disease attacks its victims on a molecular level and causes the body's atomic structure to undergo fission. The cells of a victim's entire body begin to slowly disintegrate.

Jetrel pays penance

Although at the time Dr. Jetrel believed he was doing the right thing, he pays heavily for the devastation his invention caused. Following the attack, he comes to think of himself as a monster; his wife and children leave him, and he wants nothing more than to somehow atone for his sins. He intercepts the ***U.S.S. Voyager*** and falsely diagnoses the ship's Talaxian crew member, **Neelix**, with advanced incipient metremia, so that the ship will to return to Rinax and allow him to collect a sample of the metreon cloud in the hope of finding a cure. Jetrel uses *Voyager* technology to isolate specific DNA sequences within the metreon cloud and, through the use of the ship's targeting scanners and transporter system, attempts to rematerialize the Talaxians killed by the weapon he created. But, sadly, the experiment is a failure; the victims are lost forever. Soon afterward, Jetrel is himself struck down by metremia. He has paid the ultimate price for developing such a terrible weapon.

GALAXY FACTS

- **The war between the Haakonians and the Talaxians begins around 2346.**
- **Using deadly weapons as a deterrent to start or continue wars is by no means a new concept; the crew of the original *U.S.S. Enterprise* suspect that the deadly 'planet killer' they encounter in 2267 may have been developed for this purpose.**

Remains
The crew of the U.S.S. VOYAGER realize that the metreon cloud which surrounds Rinax contains trace remains of the victims' bodies.

Recovery
Initial tests suggest that it might be possible to retrieve the victims with the use of transporter technology which will piece them back together.

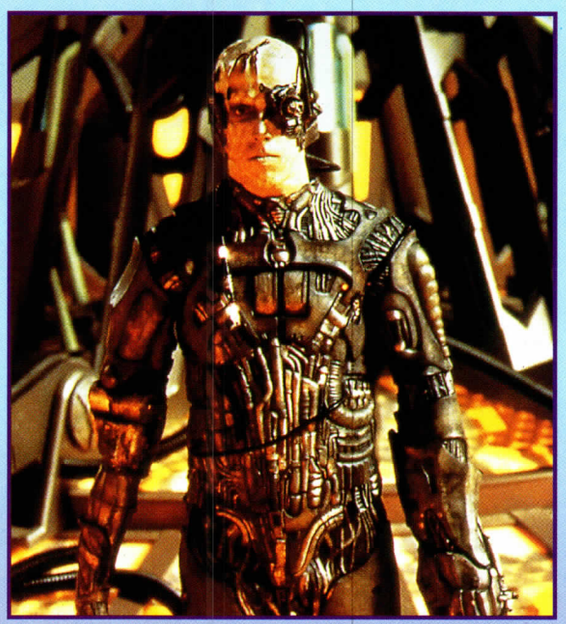
Not enough
Vague body shapes appear on the transporter platform, but there is not enough left of the victims to fully retrieve them. The experiment is a failure.

The Guide to the STAR TREK Galaxy

FILE 15 CARD 1

THE BORG

The Borg, thought to originate in the Delta Quadrant, have spread throughout the Galaxy in their quest to assimilate all races into the Borg collective. Could the Federation be next?



The part-organic, part-mechanical Borg are feared throughout the Galaxy. They are seemingly undefeatable, and assimilation is a fate worse than death for their unfortunate victims.

The **Borg** are an immensely powerful race of cybernetically enhanced humanoids who, it is believed, have their origins deep within the **Delta Quadrant**.

Borg ships often contain birthing chambers. When Borg infants are born, they are entirely organic, but cybernetic components begin to be added to their bodies almost immediately. Whether the infants are born through natural or artificial means is unknown. Not all Borg, however, are born to the race. The **Borg collective**, the term used to describe the group consciousness of the Borg civilization, is composed of a variety of life forms from around the Galaxy. When the Borg attack, they have a unique strategy for dealing with prisoners: they turn their captives into Borg. Within a few minutes of the assimilation beginning, the victims will become new allies, ready to join the Borg assault on their former colleagues.

Group mind

Individual Borg have no sense of a separate consciousness apart from the hive mentality. Within the collective, the concept of an individual with autonomous thought and action is meaningless.

All Borg are implanted, at birth or absorption, with various cybernetic devices which integrate them into the group and adapt them to their new function. The implanted cybernetic devices give the Borg highly advanced technological and combat capabilities; different groups of Borg are equipped with different hardware, each designed for very specific tasks.

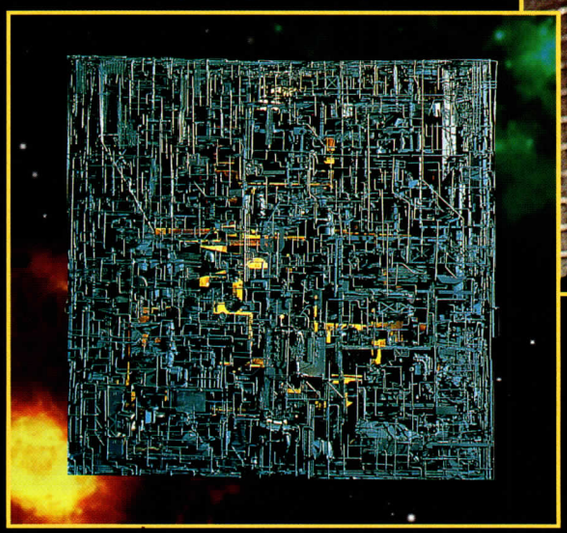
Each Borg is linked to the collective via a sophisticated subspace network that ensures each member is given constant and immediate supervision and guidance by the whole.

The Borg exhibit a high degree of intelligence and adaptability in their tactics against other life forms. The most successful forms of offensive or defensive maneuvers used against them are usually effective only once, since the Borg

A HOME OR A CONSCIOUSNESS?

Borg hive

The *Borg cubes* are like mobile city-states rather than spaceships, and contain everything the Borg need in order to function. Because of the collective nature of the Borg consciousness, the hive can be considered to be a single organism, in which the individual drones are nothing more than cells making up a greater body.



Borg drones 'sleep' inside the hive until they are needed. This may help them to rest their organic components.

The hive is an entirely artificial construction. There appear to be none of the specialized areas one would expect to find aboard the vessels of other races.

Environment	Borg hive
Class	N/A
Quadrant	Mobile
Originates	Delta Quadrant
Types	Cube, sphere, scout ship, or assimilated vessel of other races.
Surface	Entirely metallic; no natural habitats.
Atmosphere	Breathable by humans.
Description	Standard gravity 2 kilopasquals above human needs; humidity usually 92 percent; temperature 39.1° Celsius.
Life Forms	Borg drones, born and assimilated.
Starship Log	STAR TREK: THE NEXT GENERATION 'Q Who', 'The Best of Both Worlds' Parts I and II, 'I, Borg', 'Descent' Parts I and II; STAR TREK: VOYAGER 'Unity'; STAR TREK: FIRST CONTACT

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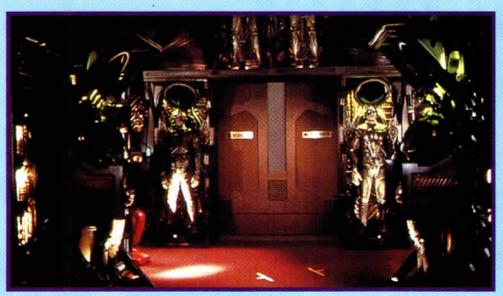
THE BORG

have the capability to implement effective countermeasures almost immediately, such as adapting to **phaser** fire.

The Borg travel in ships which are also described as Borg hives. Because of the collective nature of the Borg consciousness, these hives can almost be considered to be single organisms. On encountering other starships, the Borg may try to assimilate the entire vessel as well as just her crew, turning conditions on the inside into those found on their own ships: hotter and more humid than is comfortable for humans.



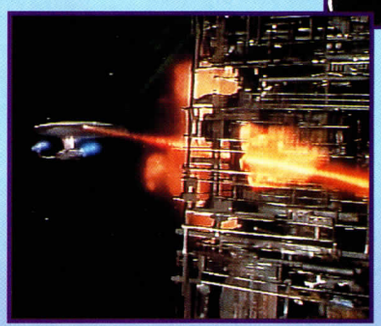
When the Borg board other vessels, their main objective is to establish a new hive. The conditions on the assimilated ship are modified to be similar to those on other hives.

The Borg Queen encountered by the crew of the U.S.S. ENTERPRISE NCC-1701-E in 2373 may be the only individual in the entire Borg collective.

No threat

The Borg appear to pay little attention to the aliens they encounter, often walking past without even seeming to notice that others are there. Until they are ready to assimilate, they simply pay other life forms no heed. They will only attack when they perceive a threat, for instance if a crewman attacks first.

Although the BORG SHIPS have no specialized areas such as a bridge or Engineering, hitting certain areas of the BORG CUBE can set off a chain reaction which will lead to the destruction of the entire vessel.



But this apparent lack of interest can be deceptive: the Borg are a deadly race. They have destroyed whole worlds, and assimilated whole cultures in their efforts to make the entire Galaxy more like them. They almost wiped out the long-lived **El-Aurian** race in the late 23rd century, scattering the survivors across the Galaxy. Even the **Q Continuum** seems to be aware of the apparent danger they pose.

Borg technology

The organic and artificial elements of the Borg blend seamlessly. Weapons seem to fire from their arms rather than from guns carried separately. They can survive in the vacuum of space without the need for specialized equipment; their bodies appear to have an inbuilt personal shield which can protect them against phaser fire. They can teleport at will. Some Borg individuals with organic exteriors have metallic skeletons beneath.

The Borg are capable of traveling over great distances by means of transwarp technology, in a much shorter period of time than could be achieved using any conventional propulsion methods. Some ships also contain ***Borg spheres***, capable of creating temporal vortexes which enable them to travel through time.

Each hive can be likened to an enormous networked computer, and, like a computer, it can be 'switched off'. This will send all drones aboard into a hibernation-like sleep, or cause the ship to self-destruct.

The Borg Queen

There does appear to be at least one controlling consciousness within the Borg collective: the **Borg Queen**. Exactly what her relationship is to the collective is still uncertain, but she herself says she *is* the Borg. It is also unclear whether the Borg Queen encountered by the Federation is a unique individual or whether there are a series of Queens, each ruling over her own hive of Borg drones. The Federation is in no hurry to find out.

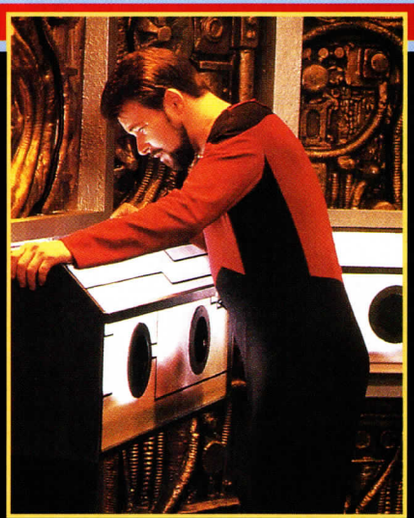
GALAXY FACTS

- **The Borg can add organic components to androids as well as cybernetic components to organic beings.**
- **If a Borg is separated from the collective, it will begin to exhibit individuality. In this way, assimilated individuals can be 'recovered'.**

BORN OR BRED

Assimilate!

The Borg believe that organic beings are flawed, and that assimilation is the path to perfection. When organic life forms are captured, the Borg shoot tendril-like tubes into their bodies, and almost immediately their skin begins to pale and take on the moist, clammy feel of Borg skin. At the same time, they will begin to have cybernetic components added to their bodies; limbs may be augmented or replaced with weapons and/or tools. Soon, the person who existed before will be gone, replaced by a Borg drone who will go on to assimilate others.



Tendril-like components shoot nanite probes that actually assimilate the victim's blood. This man will be more Borg than human within moments.

Borg infants lie in structures resembling incubators. Cybernetic components are already being added to their bodies.

OTHER CARDS IN THIS FILE...

2 THE BORG & THE FEDERATION
3 INDIVIDUALITY WITHIN THE BORG
4 UNITY BORG

SEE OTHER FILES...

THE BORG FLEET.....File 38
BORG PERSONNEL.....File 52
STAR TREK: THE NEXT GENERATION.....File 69
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STAR TREK: FIRST CONTACT.....File 79

FILE 25 U.S.S ENTERPRISE NCC-1701-D

NAME:
U.S.S. ENTERPRISE NCC-1701-D

FACILITY:
COMPUTER SYSTEMS

LOCATION:
SHIPWIDE

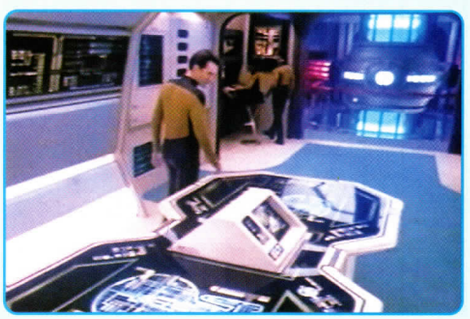
Exploring space and seeking out new life requires an enormous amount of information to be available at all times. Not even the most experienced and dedicated **Starfleet** officer can be expected to remember all of the information needed – about the cultures and languages of every race of the Federation, and the customs of every known world. The computer database contains extensive knowledge on all these races, and the **universal translator** ensures that communication is made as easy as possible. The computer makes all the calculations needed for space travel more quickly and more precisely than could ever be achieved without mechanical help. For these reasons, all starships rely heavily on advanced and highly sophisticated computer systems, which ensure the smooth running of the ship. While human crew are far from redundant in the 24th century, most of the systems on the ***U.S.S. Enterprise NCC-1701-D*** are highly automated.

If one thinks of the *Enterprise* as being analogous to a living being, then the ship's complex and precise computer network is its nervous system. Every other onboard system is in some way dependent on the ship's computers, and only the crew can be considered a more vital resource.

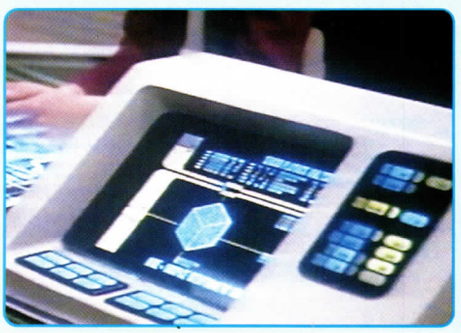
Every duty console on board the U.S.S. ENTERPRISE offers the user a link to a wide variety of ship's systems. Access is limited by the officer's security clearance rather than by the equipment being used.

Duty consoles can display information on the entire ship, allowing engineering staff to immediately identify and locate potential problems.

A large table in the center of Main Engineering displays computer readouts on several important areas of the ship. The displays are constantly being updated.



Details held in the computer data banks provide valuable information on Federation enemies, giving the crew time to prepare the best possible defense.



Location of computer core

As with most major systems on ***Galaxy***-class starships, the computer system has main areas located in both sections of the *Enterprise*, ensuring maximum efficiency when the ship is separated. In total, there are three main processing cores on the *Enterprise*, two in the saucer section, and one in the engineering hull. Any one of these three main cores can, in an emergency, take on the operational computing load of the entire vessel.

The two cores located in the saucer section are found near the center of the dish. They are massive structures which run from Decks 5 to 14. In the event of a failure of one of the cores, the other will automatically take over its load with little disruption to the rest of the ship. The computer core in the engineering hull, located toward the fore of the section between Deck 30 and 37, can act as a backup to either or both of the cores in the saucer section, or to run this section of the ship when separated from the saucer.

Each core is a massive structure comprising seven primary and three upper levels, with a systems monitor room located on the top level of each.

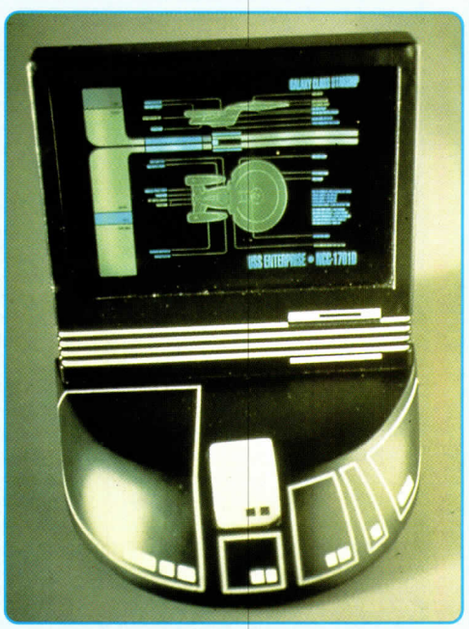
Data storage and information exchange

All control panels and terminals within the *Enterprise* are linked either to a subprocessor or directly into the **optical data network**. Crew interface with the main computer is provided by the **Library Computer Access and Retrieval System** software, usually abbreviated to **LCARS**. LCARS allows instructions to be provided by keyboard input or verbal instruction, ensuring ease of use.

Via the optical data network, which connects the computer cores to the main bridge and other key systems, all major operating systems are linked together, including **Main Engineering**, the warp and impulse drive systems, the main and battle bridges, tactical systems, and sensor arrays. This allows any function of the ship to be carried out from any console, enabling, for example, the Chief Engineer to run all systems in Main Engineering from the engineering console in the Main Bridge. Theoretically, a crew member could fly the *Enterprise* using only a **PADD** or **tricorder**.

The primary means of storing data and software throughout the *Enterprise* is by the use of **isolinear chips**. Advanced processing speeds permit individual chips to manage data independent of LCARS control, reducing system access time by as much as seven percent. Isolinear chips can also be used as a convenient form of information transport. Thanks to a protective tripolymer sealant over the refractive interface surface, they can be handled without

Desktop computers are positioned throughout the ship, including in crew quarters. Mobile computers, such as PADDs and tricorders, can access all the information available at a standard duty console.



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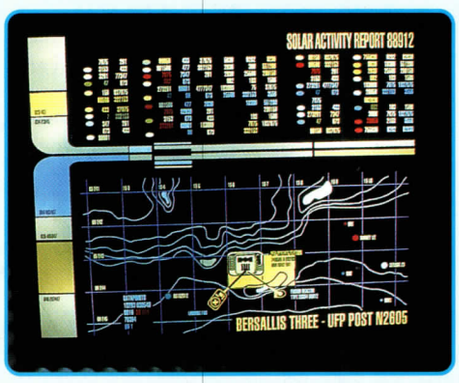
FILE 25 U.S.S ENTERPRISE NCC-1701-D

The android Data is perhaps the most sophisticated computer onboard the U.S.S. ENTERPRISE. But even he needs the ship's computer to ensure he carries out all of his duties as efficiently as possible.



Computer readouts ensure that the crew are always well prepared, especially when dealing with potentially dangerous situations such as the Bersallis firestorms.

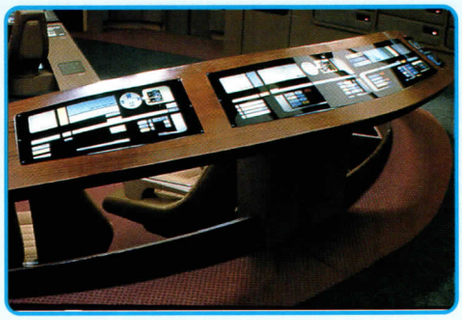
gloves and are incorporated into many portable data-handling devices such as tricorders, PADDs, and optical chip readers.

The *Enterprise* can download and exchange information with another ship or starbase, with the computer network of a planet, or with the PADDs and tricorders of landing parties without the need for physical contact. This makes all the information contained in the main computer available to all members of the crew instantaneously, even when they are away from the ship. Data is exchanged between physically-unconnected computer systems via **subspace transceiver arrays** (**STA**s).

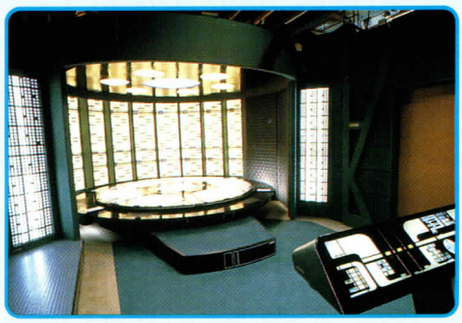
Computer intelligence

Perhaps the most impressive computer system of all on the *U.S.S. Enterprise* is not the one installed by Starfleet engineers, but **Lt. Commander Data**, the ship's android crew member. Data is as efficient and reliable as any other computer on the ship, and also has an added advantage: a sentience which ensures that he grows and learns from his experiences. So far, not even the most sophisticated **Federation** starship can claim to be capable of thinking for itself.

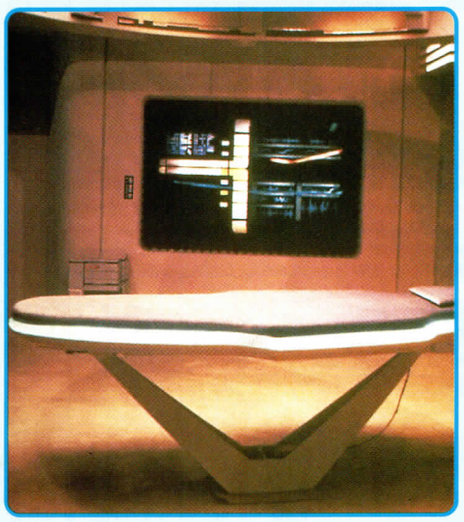
The sickbay computers contain a wealth of information on all diseases and medical conditions known to the Federation. This enables medical staff to accurately diagnose and treat rare conditions they may not have encountered previously. It also means that doctors can access information on the biology of life forms not usually found among the members of their crew.



Every available surface space seems to be covered by readouts and data displays. All of the consoles are user-configurable.



The more intricate the system, the more important the computer becomes. For equipment such as transporters, 100 percent accuracy is essential.



Thanks to the computers, crew members can operate systems from more than one location. When Main Engineering is empty, Geordi can run tests from the bridge.

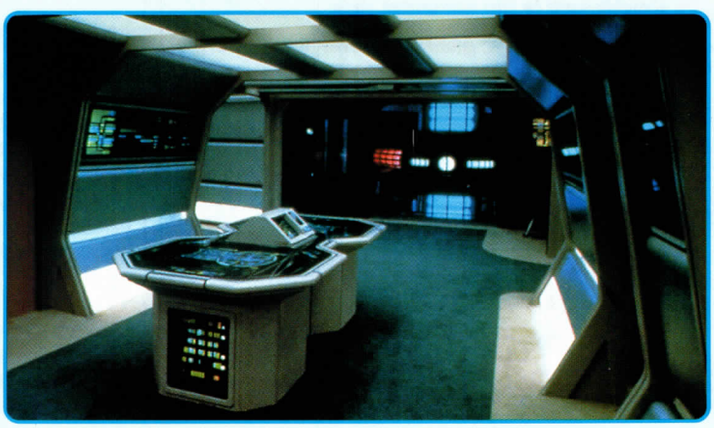
THE BYNARS

Time to upgrade

Even in the 24th century, computer technology remains an incredibly fast-moving discipline, and as a result upgrades to the computer system are performed regularly. The Bynars, a race who have become integrated with and dependent on the computers of their homeworld, are often employed to carry out such upgrades at Starfleet facilities such as *Starbase 74*, orbiting Tarsus III.

In 2364, while scheduled for such an upgrade, the *U.S.S. Enterprise* is stolen by four Bynars. They intend to download the entire contents of their homeworld's main computer into the *Enterprise*'s system, to protect data from being erased by a solar flare which threatens their own system. Despite their unlawful actions, Captain Picard and Commander Riker are prepared to help them, and the operation is a success; the information placed in the *Enterprise*'s computer for safekeeping is downloaded back to the planetary computers when the solar flare has passed. A *Galaxy*-class ship's computer, it seems, is capable of containing all the information stored by an entire planet.

Starfleet uses the Bynars, who have integrated every aspect of their lives with their homeworld's computers, to perform upgrades to starship systems.



STARFLEET ACADEMY | PERSONNEL

STARFLEET ADMIRALS

ADMIRAL AARON

Admiral Aaron is one of the high-ranking **Starfleet** officers stationed at **Starfleet Headquarters** in San Francisco, Earth. He is one of a number of influential people to be taken over by an unknown alien intelligence that infiltrates **Starfleet Command** in 2364. **Walker Keel**, captain of the ***U.S.S. Horatio***, is alerted to the alien infiltration by the unusual activity occurring at Starfleet Command during this period. Although Keel is killed, his findings enable other Starfleet officers to restore Aaron and the others to normal.

Thanks to the efforts of Starfleet officers including Captain Picard and Commander Riker, Admiral Aaron is freed from the influence of a parasitic alien.

STARSHIP LOG: 'Conspiracy' [TNG]

FLEET ADMIRAL BRACKETT

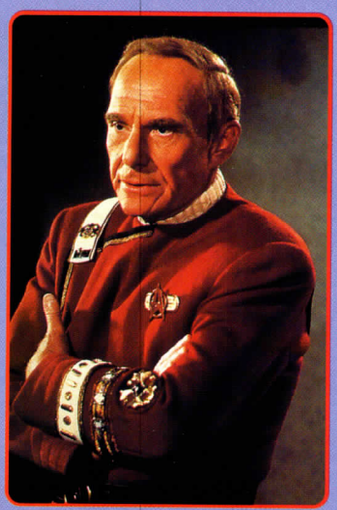
High-ranking **Starfleet** officials often find themselves involved in events which have an enormous potential impact on their organization. In 2368, Fleet Admiral Brackett meets **Captain Jean-Luc Picard** at ***Starbase 234*** to discuss the sudden disappearance of **Ambassador Spock**. **Starfleet Intelligence** reports that Spock has been spotted on **Romulus**, and it is feared that he has defected. Aware of the impact this information would have if it became public, Brackett is reluctant to broadcast details on even a secure subspace channel, and insists on meeting Picard in person. On the Admiral's orders, the ***U.S.S. Enterprise NCC-1701-D*** proceeds to the planet **Vulcan** to seek further information on Spock's whereabouts and to investigate his motives.

Despite her dedication to Starfleet, Fleet Admiral Brackett is realistic enough to know that even the most secure subspace channel can be tapped. When security is paramount, she prefers to meet with officers in person.

STARSHIP LOG: 'Unification', Part I [TNG]

ADMIRAL BENNETT

Admiral Bob Bennett serves as **Starfleet** Chief of Staff in 2287. He is the commanding officer who assigns **Captain Kirk** and the ***U.S.S. Enterprise NCC-1701-A*** to rescue **Federation** representative **St. John Talbot** from a hostage situation on **Nimbus III**, the inappropriately named '**Planet of Galactic Peace**', despite the fact that the newly-commissioned *Enterprise* is far from ready for active service.



Admiral Bennett remains on first-name terms with James T. Kirk after Kirk is demoted from Admiral back down to captain.

STARSHIP LOG: STAR TREK V: THE FINAL FRONTIER

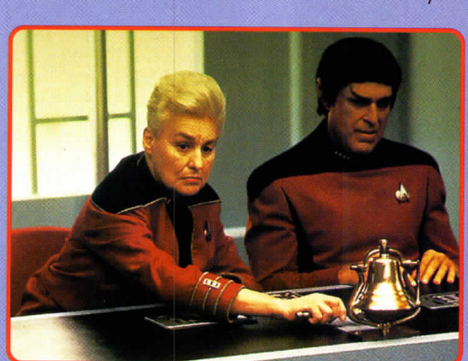
ADMIRAL BLACKWELL

When it is discovered that high warp speeds are damaging the fabric of space, **Starfleet** sets new speed limits for its starships. However, in exceptional circumstances, Starfleet admirals have the power to overrule these restrictions. On **Stardate 47457.1**, Admiral Blackwell orders **Captain Picard** of the ***U.S.S. Enterprise NCC-1701-D*** to exceed the warp speed limits in order to reach a mission more quickly. Blackwell's decision to override Starfleet regulations indicates the difficult choices she is often required to make.

STARSHIP LOG: 'The Pegasus' [TNG]

ADMIRAL BRAND

Admiral Brand is the Superintendent of **Starfleet Academy** in 2368. Her many duties involve presiding over the inquiry following the death of **Nova Squadron**'s **Cadet Joshua Albert**. When it is discovered that Albert died during an illegal **Kolvoord Starburst** maneuver, and that **Cadet Nick Locarno** has since attempted to cover this up, Locarno is expelled from the Academy.



Superintendent of Starfleet Academy is a most rewarding post, as its holder is responsible for guiding future generations of Starfleet officers. Sadly, it can also involve terminating the careers of those who do not measure up to the exacting standards.

STARSHIP LOG: 'The First Duty' [TNG]

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STARFLEET ADMIRALS

ADMIRAL BROOKS

Admiral Brooks is the **Starfleet** officer assigned to head the enquiry into **Dr. Beverly Crusher**'s activities following the death of **Dr. Reyga** in 2369.

He crosses paths with the crew of the ***U.S.S. Enterprise NCC-1701-D*** again when **Captain Picard** sends him a detailed report of the ship's encounter with a young **Borg** whom the crew befriended and renamed '**Hugh**'. The report details Hugh's reactions to captivity and his development of self-awareness, as well as Picard's decision not to use him as a carrier for a program which would have destroyed the entire **Borg collective**.

STARSHIP LOG: 'Suspicions' [TNG]; 'Descent', Part I [TNG]

ADMIRAL BUDROW

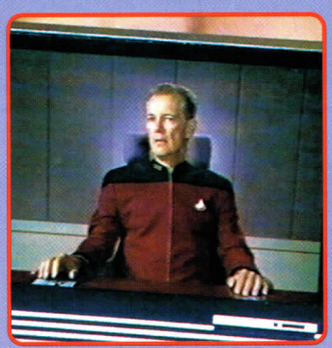
Admiral Budrow is the commander of ***Starbase 29***. In 2369, while **Commander Riker** is being brainwashed by **Tilonians**, he is told by his captors that the Admiral has no records of anyone matching his description.

STARSHIP LOG: 'Frame of Mind' [TNG]

ADMIRAL CHEKOTE

In 2370, Admiral Chekote is informed of the deteriorating situation on the planet **Bajor**, where the terrorist organization known as the Circle are creating havoc. Chekote orders **Federation** personnel to withdraw from ***Deep Space Nine***, as the **Prime Directive** prohibits **Starfleet** involvement in what is essentially a local dispute.

Chekote is also responsible for giving **Commander Riker** authorization to investigate events on **Dessica II** in 2370, following **Captain Picard**'s disappearance on that planet.



2370 is a busy year for Admiral Chekote. His toughest decision is to pull Starfleet out of the worsening situation in the Bajor system.

STARSHIP LOG: 'Gambit', Part I [TNG]; 'The Circle' [DS9]

ADMIRAL GROMEK

Starfleet admirals such as Gromek often inform starship captains of new and unexpected orders. In such circumstances, the ships they contact may be required to change their existing plans in order to comply.

In 2365, Admiral Gromek contacts **Captain Jean-Luc Picard** to inform him that **Federation** special emissary **K'Ehleyr**, a half-human, half-**Klingon** woman, will soon be coming aboard the ***U.S.S. Enterprise NCC-1701-D***. K'Ehleyr joins the *Enterprise* in a very unusual form of transport: a modified photon torpedo casing.

STARSHIP LOG: 'The Emissary' [TNG]

ADMIRAL CARTWRIGHT

During the chaos caused by the ***Cetacean Probe*** in 2285, Admiral Cartwright is the commander presiding over the emergency operations at **Starfleet Headquarters**.

Cartwright is a politically conservative officer who has always been extremely wary of the **Klingon Empire**. He so opposes the idea of peace with that race, initiated in the late 2290s, that he conspires with Klingon **General Chang** to assassinate **Chancellor Gorkon** in 2293. Luckily, the peace talks succeed despite Cartwright's efforts.

Admiral Cartwright looks more to the past than the future, and cannot overcome his hatred of the Klingons.

STARSHIP LOG: STAR TREK IV: THE VOYAGE HOME; STAR TREK VI: THE UNDISCOVERED COUNTRY

ADMIRAL FINEGAN

Admiral Finegan escorts **Vice-Admiral Janeway** and his young daughter, Kathryn, to the **Mars Colony** aboard the ***Shuttle Curie***. It is thanks to the consistently good example set by **Starfleet** officers such as Finegan that Kathryn Janeway decides to follow her father into Starfleet; anyone who reaches such a high position in the organization must always be aware that they become role models.

STARSHIP LOG: 'MOSAIC' by Jeri Taylor [VOY]

ADMIRAL FITZPATRICK

When the ***U.S.S. Enterprise NCC-1701*** responds to a Priority 1 distress call from **Nilz Baris** on ***Deep Space Station K-7***, Admiral Fitzpatrick informs **Captain Kirk** that his first priority is to protect a shipment of the precious, robust grain **quadrotriticale**. The grain is to be used to develop **Sherman's Planet**, which the **Klingons** are also claiming.

STARSHIP LOG: 'The Trouble With Tribbles' [TOS]

ADMIRAL HADEN

Admiral Haden is stationed at **Starfleet**'s **Lya III** command base. He is the officer who transmits Priority 1 orders to **Captain Jean-Luc Picard** regarding the **Romulan** defector **Alidar Jarok** in 2366.

In 2367, Haden confirms that the ***U.S.S. Phoenix*** has attacked and destroyed a **Cardassian** science station in the **Cuellar System,** and orders an investigation into the renegade **Captain Ben Maxwell**'s attack.

Admiral Haden is often required to make decisions involving races with whom the Federation has a delicate relationship.

STARSHIP LOG: 'The Defector' [TNG]; 'The Wounded' [TNG]

FILE 40 OTHER STARSHIPS

Tarellian Plague Vessel

When biological warfare devastates their planet, Tarellian survivors try to escape to the stars. But they carry their deadly plague with them, and now no planet will let them land.

OTHER CARDS IN THIS FILE...
2 S.S. BOTANY BAY
3 YONADA
SEE OTHER FILES...
OTHER GROUPS AND RACES.....File 18
STAR TREK: THE NEXT GENERATION.....File 69

The history of the **Tarellian** race is a tragic tale. As a result of a war between the inhabitants of two continents, the planet's population is wiped out through the use of biological weapons, which spread a deadly and incurable plague across the planet. The surviving Tarellians try to escape their war-ravaged homeworld, but they have become carriers of their self-inflicted biological warfare agents. The vessels which are allowed to land on other worlds spread their disease to the indigenous populations. Soon, Tarellians are feared and hunted whenever encountered.

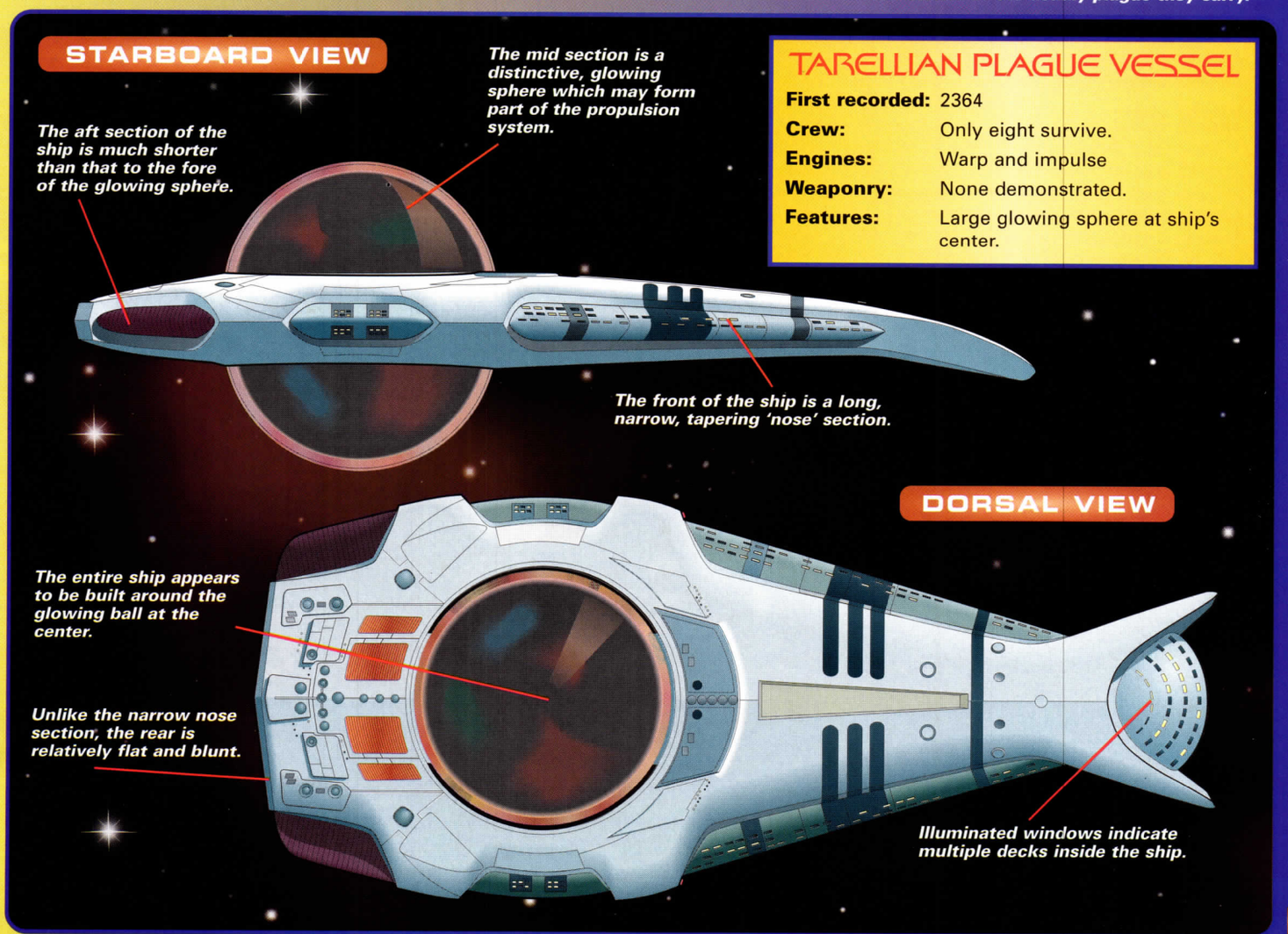
The **Alcyones** destroy what is believed to be the last ***Tarellian Plague Vessel*** in 2356, but eight years later another such ship is encountered, attempting to land on a planet known as **Haven**. The crew of the Tarellian vessel, the last known survivors of the **Class-M** planet **Tarella**, now number just eight; three men and five women. The ship is captained by **Wrenn**, and **Ariana**, his beautiful daughter, is also on board.

A distinctive ship

The Tarellian vessel has a distinctive shape: it is narrow, with a blunted aft, and is roughly the same length as a ***Galaxy***-class **Federation** starship. The front of the vessel tapers off into a downward arch. There are numerous levels, as indicated by lighted portals along the side of the ship.

A motif that the Tarellians enjoy both outside and inside the vessel is the sphere. Slightly forward of the aft area, a radiating sphere

The Tarellians mean no harm; they just want a corner of a planet on which to live out their days. But too many people have heard horror stories of the deadly plague they carry.



TARELLIAN PLAGUE VESSEL

First recorded:	2364
Crew:	Only eight survive.
Engines:	Warp and impulse
Weaponry:	None demonstrated.
Features:	Large glowing sphere at ship's center.

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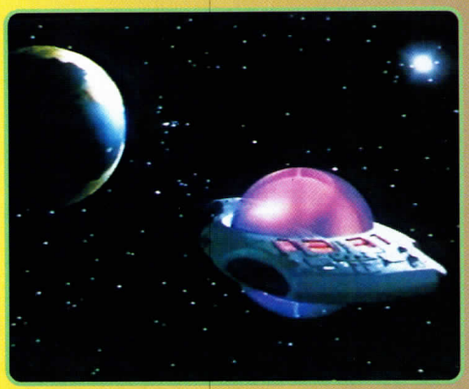
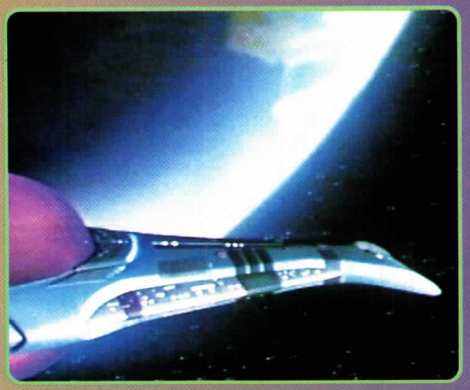
Tarellian Plague Vessel



Worlds such as Haven have come to dread the approach of a TARELLIAN PLAGUE VESSEL. The Tarellians hope to land on Haven because they believe legends that the planet has magical healing qualities.



Even from orbit, it is obvious that Haven deserves its reputation as a beautiful paradise. The Tarellians on board the PLAGUE VESSEL have been wandering the stars for years, and yearn to land their ship before they die.

The front of the TARELLIAN PLAGUE VESSEL has a distinctive semicircular arch design. Windows glow on many decks, despite the tiny crew.

protrudes from the ventral and dorsal views of the ship, and radiates a spectrum of color from red to blue. This transparent sphere is doubled with another, slightly smaller sphere inside. There is a linear connection between the double spheres at their apex. Because of this feature's aft position, it may be part of the Tarellians' propulsion system.

The rear of the vessel has four glowing red portals which may also contribute to the vessel's propulsion. Although equipped with warp engines, the vessel encountered approaching the planet Haven in the **Beta Cassius System** is traveling at subwarp speed.

Interior views

The interior of the vessel is dimly lit. In one room, a large spherical window opens up to the vast starfields beyond. The walls are muted pastels, broken up by metallic strips placed in geometric patterns around archways and walls. One of the surviving crew members, Ariana, is an artist, and her framed portraits of a young man from her dreams fill two walls. This gallery is entered from a small, single-person transporter room.

The bridge of the vessel is compact and simple, and there are numerous oscillating moiré viewscreens along the upper half of the walls. The eight members of the remaining crew either stand or sit along the panels which protrude from the walls. A faceted lighting fixture hangs from the ceiling, illuminating the room with a warm light. Toward the center of the room, there is a sphere about the size of a large beach ball; it is transparent. Toward the rear of the room, another set of black spheres can be seen. These are grouped together and connected with black piping, but their exact usage is unknown to **Starfleet**.

The crew of this last remaining Tarellian vessel only want to be allowed to land their ship on an isolated continent where they will be able to spend their last days, but the inhabitants of Haven refuse their request. However, a physician named **Wyatt Miller** chooses to assist the stricken Tarellians; he beams over to their ship with medical supplies, exposing himself to their deadly plague. Although he may never be able to leave the ship, the Tarellians hope that he will be able to use his skill to cure them. They leave Haven to resume their wandering, but hope that one day they will be free of the plague and may then land on a planet and live out their lives in peace, putting the devastation of their world and the fears of other races behind them.

Haven's leaders are terrified of what will happen if the TARELLIAN PLAGUE VESSEL lands on their world. Many others have been wiped out by the deadly legacy of the Tarellians' biological warfare.

Haven enlists the help of the U.S.S. ENTERPRISE NCC-1701-D. The ENTERPRISE holds the Tarellian ship in a tractor beam to prevent it from landing.

Wyatt Miller, a doctor, transports on to the TARELLIAN PLAGUE VESSEL. The ship contains at least one small, single-person transporter.

The level of lighting inside the ship is kept low. The walls are decorated with works by Ariana, the Tarellian captain's daughter. They depict Miller.

Miller has chosen to stay with the Tarellians and attempt to cure them. If he cannot do so, he will never be able to leave their doomed ship.

Worf on the U.S.S. ENTERPRISE

During his seven years on the *U.S.S. Enterprise NCC-1701-D*, Worf develops from an inexperienced officer into a valued Chief of Security, proving his worth time and again.

Worf is posted aboard the newly-commissioned ***U.S.S. Enterprise NCC-1701-D*** in 2364, and, apart from a brief period when he leaves **Starfleet** to clear his name with the **Klingon High Council**, he serves on the ship until its destruction in the **Veridian System** in 2371.

During this time, he rises through the ranks from lieutenant, junior grade, to lieutenant commander. Worf's command ability is apparent from the beginning. As a young bridge officer aged only 24, he is left in command of the *Enterprise*'s saucer section when the ship is separated on its very first mission, to **Farpoint Station** on **Deneb IV**.

During his first year on the ship, Worf gains experience in many areas under the guidance of his more experienced crewmates. He is most impressive at Tactical, when helping out Chief of Security **Lt. Tasha Yar**. When Yar is killed later that year on **Vagra II**, Worf is assigned acting Chief of Security, and is promoted to full lieutenant. By **Stardate 42073.1**, this post has become permanent.

Although pleased with his promotion, Worf expresses regret that it is made necessary by the death of a friend and valued colleague. He reiterates this regret when, in 2366, he fills in at Ops for the missing **Data**: the incident brings back memories of Tasha. But he knows that

PROFILE ON WORF

NAME: Worf

BRIEFING: Career aboard the *U.S.S. Enterprise NCC-1701-D*.

YEAR 2364: First assigned to the *U.S.S. Enterprise NCC-1701-D*.

YEAR 2365: Promoted to Chief of Security following the death of Lt. Tasha Yar.

YEAR 2371: Promoted to Lt. Commander.

YEAR 2371: Goes on extended leave following the loss of the *Enterprise*.

YEAR 2372: Assigned to *Deep Space Nine*.

YEAR 2373: Briefly comes aboard the *U.S.S. Enterprise NCC-1701-E*.

FIRST SEEN: 'Encounter at Farpoint' [TNG]

Worf is a very capable officer. His hard work and dedication to duty are rewarded by a series of rapid promotions which eventually take him away from the U.S.S. ENTERPRISE.

RAPID RISE

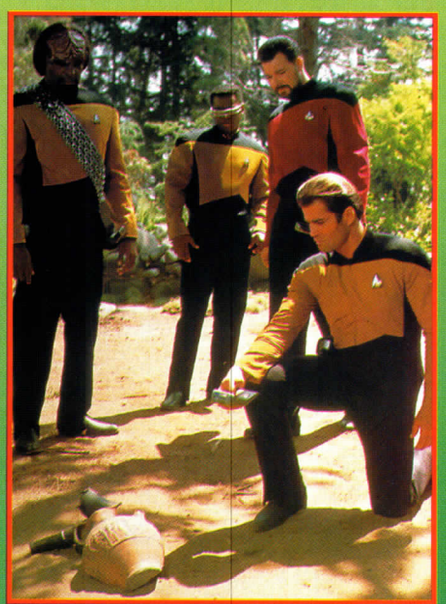
While serving as a bridge officer, Worf also gains experience of working at other stations such as Tactical, where he assists Tasha Yar. The flexibility to move around between stations is the sign of a good officer, and an indication that Worf will go far.

Worf's first job on the U.S.S. ENTERPRISE is as a relief bridge officer. He works at the Ops console and, at this time, still holds the rank of junior grade lieutenant.

Worf is so respected by his colleagues that on occasions he has been left in command of the U.S.S. ENTERPRISE when Picard, Riker, and Data are all away from the bridge.

Worf's defensive skills are called into use on away missions. His expertise ensures that he is the ideal officer for almost any occasion.

Following Tasha Yar's death, Worf is promoted to Chief of Security and, by his fifth year on the U.S.S. ENTERPRISE, is fully rated at Tactical. Although he relishes his new role, it saddens Worf that his promotion comes about through the loss of a colleague's life.



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Worf on the U.S.S. ENTERPRISE

One of Worf's biggest, if less orthodox, achievements aboard the U.S.S. ENTERPRISE is to conceive a child: his son Alexander, with Federation special emissary K'Ehleyr.

"Being the only Klingon ever to serve in Starfleet gave you a singular distinction, but I felt that what was unique about you was your humanity ..." — Picard to Worf before he temporarily leaves Starfleet

the best way to honor fallen colleagues is to ensure he carries out their duties with the same dedication they showed to the job.

Varied job

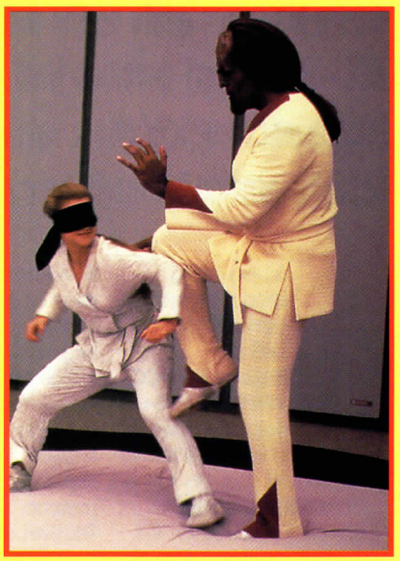
As Chief of Security, Worf has numerous duties, all of equal importance. He must defend the ship from intruders, provide security to visiting dignitaries, and supervise the training of other security personnel on board. He excels at all three. Of particular importance is the level of fitness in his officers; to ensure that they are always at peak efficiency, he arranges training in several forms of martial arts and self-defense techniques, both Klingon and human. Mental discipline is also important, and when he feels that **Captain Picard** is being unreasonably harsh to young **Ensign Sito Jaxa**, he engages her in a training exercise designed to teach her to stand up for herself verbally as well as physically.

Worf's duties as Chief of Security place him in potentially dangerous situations with alarming regularity. He is often on away team duty for the most dangerous missions, such as beaming aboard the ***Borg ship*** encountered by the *Enterprise* on **Stardate 43989.1**. On the *Enterprise*, too, Worf is often the first officer to tackle danger. When the **Angosian** supersoldier **Roga Danar** beams aboard the ship on **Stardate 43489.2**, Worf tackles him in hand-to-hand combat, and is surprised to find that the man is a match for him; no human has such strength.

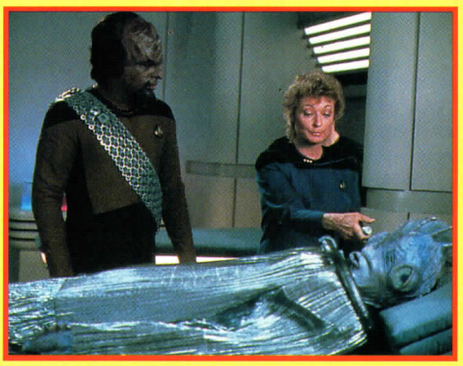
On other occasions, his duties can be less orthodox, such as when he is called on to deliver **Keiko O'Brien**'s baby in **Ten-Forward** during a shipwide emergency. A good security officer is prepared for everything.

Worf enjoys his duties, but is well aware of the dangers that come with the job. Security officers are often killed in the line of duty, and even though he knows that this is inevitable, Worf can't help feeling personally responsible when one of his officers is lost. When **Lt. Marla Aster** is killed on an away mission which Worf is in charge of, he feels a heavy obligation towards her orphaned son, Jeremy. Worf adopts the boy in the traditional Klingon **R'uustai** bonding ceremony, and ensures that he is cared for until he can return to Earth to live with his aunt and uncle. Worf's dedication to his job often goes above and beyond the call of duty.

SECURITY FIRST



Worf takes his duties as Chief of Security very seriously. He encourages training sessions which teach his colleagues to defend themselves both physically and mentally.



As Chief of Security, Worf is often required to provide protection in potentially dangerous situations, such as when alien visitors to the ENTERPRISE present a threat. Even in sickbay, it is important that security is maintained.

The U.S.S. ENTERPRISE is Worf's home as well as his place of work. His fellow crew members are also his friends, and he can turn to them for advice on personal matters, such as pointers on how best to raise his son.

BRIEF RETURN

New directions

After the *U.S.S. Enterprise NCC-1701-D* is lost, Lt. Commander Worf is one of the few members of the crew who does not transfer to the new *U.S.S. Enterprise NCC-1701-E*. Following the loss of the ship he has come to think of as home, Worf has a crisis of faith and considers leaving Starfleet. But, after spending some time at the Klingon monastery on Boreth, he accepts a posting on the space station *Deep Space Nine*, near Bajor. However, fate soon brings him back to the *Enterprise*, albeit temporarily: he is beamed aboard when his ship, the *U.S.S. Defiant*, is damaged in an assault on the Borg ship threatening Earth. Reunited with his old friends, Worf proves once again to be an excellent officer. His bravery and skill prove instrumental in defeating the Borg and helping the *Enterprise* to save the day one more time.

When Worf is first beamed aboard the new ENTERPRISE, Commander Riker teases him about the U.S.S. DEFIANT, but Worf knows that his old friends are really as pleased to see him again as he is to serve with them.

Wherever there is danger, Worf is never far behind. He is more than happy to join the U.S.S. ENTERPRISE crew in defending their ship from the Borg invaders.

Gary Mitchell

Crossing the galactic barrier at the very edge of the Milky Way can cause madness and megalomania in individuals with high ESP ratings. Possessing the power of a god proves too much for Gary Mitchell to handle.

OTHER CARDS IN THIS FILE...
3 CAPTAIN KIRK
14 DR. ELIZABETH DEHNER
SEE OTHER FILES...
SPACE PHENOMENA.....File 5
STAR TREK: The Original Series ..... File 68

Gary Mitchell is a dashing, intelligent man. In 2254, he and **James T. Kirk** become great friends during Mitchell's days at **Starfleet Academy**, where he attends classes Kirk is teaching. Infamous for his intoxicating charisma and romantic escapades, Mitchell shares this wealth with Kirk; he seduces a gorgeous lab technician to woo Kirk over, carefully orchestrating her every move. It works; Kirk almost marries her, and Mitchell gets high marks in the class. Kirk never realizes he is an object of his friend's manipulation. He is fond of the young student, and is charmed by his Don Juan antics.

Lasting friendship

Mitchell holds great respect for his superior officer, evidenced by his willingness to intercept a poisonous dart meant for Kirk, thrown by a creature indigenous to the planet **Dimorus**. Mitchell only just survives the encounter. Kirk never forgets his selfless gesture and, years later, invites Mitchell to serve with him on his first command mission.

Aboard the ***U.S.S. Enterprise NCC-1701***, Mitchell entangles himself in romantic liaisons, often with two or more women simultaneously. His prowess still amuses Kirk, and despite Mitchell's weakness for women, he has a keen sense of duty.

However, after years of loyal service, Mitchell's career has a tragic end. Patrolling the outer reaches of the Galaxy in 2265, the *Enterprise* is hit by the same severe galactic barrier disturbance that struck the ***S.S. Valiant*** 200 years earlier. The barrier kills nine of the *Enterprise*'s crew, disables her engines and knocks the now Lt. Commander Mitchell and **Dr. Elizabeth Dehner** unconscious. Both survive the shock, but Mitchell wakes with a piercing light in his eyes and inexplicable mental powers. He reads complicated text with ease and consumes the ship's library in a few hours, retaining every word. He reads people's minds and

PROFILE ON GARY MITCHELL

NAME: Gary Mitchell

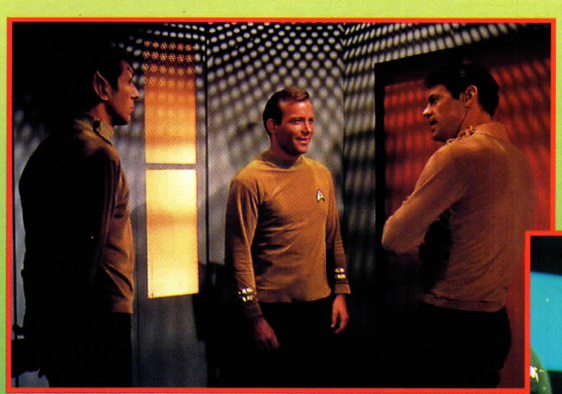
STARFLEET RANK: Lt. Commander

STARFLEET POSTING: ***U.S.S. Enterprise NCC-1701***

REMARKS: Mitchell is a dedicated officer who enjoys a long friendship with James T. Kirk. He is posted to the ***Enterprise*** at Kirk's personal request.

FIRST SEEN: 'Where No Man Has Gone Before' [TOS]

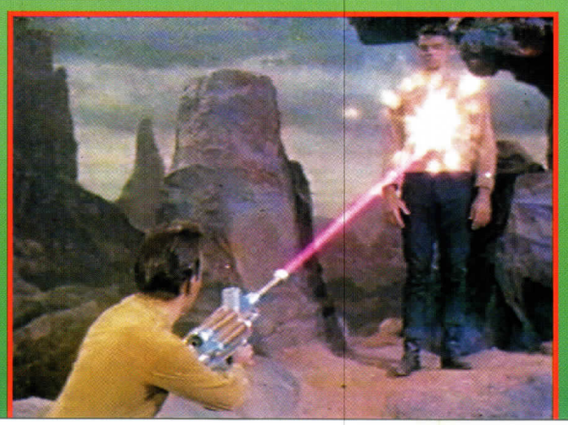
Gary Mitchell is a dedicated and loyal Starfleet officer, but when the galactic barrier gives him the abilities of a god, he finds himself seduced by the prospect of absolute power.



Gary Mitchell is a highly valued crew member. His old friend Kirk personally selected him to serve aboard the U.S.S. ENTERPRISE.

An energy crackle from the barrier seems to seek out Mitchell. He and Dr. Elizabeth Dehner are knocked unconscious, but the rest of the crew appear to be unaffected.

Mitchell's problems begin when the U.S.S. ENTERPRISE encounters a barrier at the edge of the Galaxy. The barrier activates Mitchell's latent ESP abilities.



By the time Mitchell is marooned on Delta Vega, his powers have increased to a level where even fire from a phaser rifle cannot affect him.

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PERSONNEL FILES
Gary Mitchell

GROWING POTENTIAL

Humanity diminished

As Mitchell's abilities increase, his compassion and humanity are lost. He cares nothing for his former friends and colleagues, and is prepared to murder them in order to gain control of the ship. It is clear that he is unable to handle his new abilities rationally.

Kirk and Dr. Piper are able to sedate Mitchell, but they know that time is running out. Before long, simple medicines will have no effect on a man who is no longer human.

In sickbay, Mitchell is aware of what is happening to him. The information expressed on the biomonitor above his bed makes it obvious that he is mutating, and he is already capable of using mental powers which are growing by the minute.

On the surface of Delta Vega, Dr. Dehner has also mutated. She, however, seems able to hang on to at least a thread of her humanity, whereas Mitchell is consumed by megalomania. Both of them can sense when Kirk is approaching.

can see their visual memories with more depth and insight than they possess themselves. Kirk is concerned about the change, but Mitchell assures him all is well. **Spock** is not so readily convinced; Mitchell's neuro circuit has been affected and an area of his brain burned out. The same force caused mayhem on board the *S.S. Valiant*, amplifying certain crew members' ESP and mysteriously inciting the captain to destroy his own ship. Mitchell and Dr. Elizabeth Dehner have the highest ESP ratings of any *Enterprise* crew members; that they were both transformed by contact with the galactic barrier is thought unlikely to be coincidence.

Increasing powers

Mitchell's mental powers accelerate at an alarming rate, but his compassion and control decelerate. He starts manipulating the ship's balance, making threats and positioning himself to take over the vessel. He is mutating into a godlike entity who will soon view his crewmates as a disposable nuisance, and Spock urges Kirk to kill him while they still can. But though the old Mitchell is gone, Kirk cannot destroy him, and decides to maroon him on **Delta Vega**, a lifeless lithium station near the edge of the Galaxy.

On the surface of Delta Vega, Kirk confronts his old friend. Even with Dehner's help, Mitchell proves difficult to overcome.

Dehner, also to be marooned on the lifeless planet, feels it would take a miracle to survive, but Mitchell produces one; he creates green and abundant vegetation on the barren world, indicating that his powers are now limitless. He plans to reign supreme and destroy any opposition in his path.

Final defeat

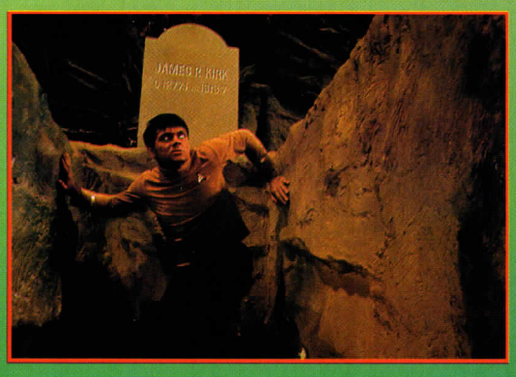
Mitchell boasts of his intention to reign as a god over everything. Kirk, who has followed him, reminds him a god needs compassion, which he now lacks. Absolute power corrupts absolutely, and Mitchell's human frailties will be his undoing. He is out of control and too powerful for Kirk alone to beat, but with Dehner's help Kirk is able to overcome Mitchell and bury him beneath a rock fall.

As Dehner lies dying, she pleads with Kirk to understand the temptation of being a god, a temptation Gary Mitchell was unable to resist.

Back on board the *Enterprise*, Kirk pays final homage to his friend, citing in the service record that Gary Mitchell died not as a traitor but in the line of duty.

"It's like a man who has been blind all of his life suddenly being given sight. Sometimes I feel there's nothing I couldn't do, in time." — Gary Mitchell

Mitchell lifts a boulder with which he intends to kill Kirk, his eyes glowing with a strange and eerie energy. But he is weakened from the long struggle, and with Dehner's help, Kirk is finally able to overpower him. He pushes Mitchell into the open grave which his old friend intended for him.



Mitchell falls into the grave marked for Kirk. The captain initiates a landslide, which buries Mitchell beneath layers of rocks and kills him. Despite Mitchell's godlike powers, he wrongly remembered Kirk's middle name, putting the initial 'R' rather than 'T' on the gravestone.

Pistol Phaser: 2285

In the mid-2280s, Starfleet returns to a model of type-2 phaser similar to that used two decades earlier. Replacing the sleek all-in-one-model introduced in 2271 is a two-part phaser which again features a clip-in type-1.

The new model of pistol phaser introduced in 2285 is less sleek and streamlined than the previous model. Resembling an old-fashioned handgun, its appearance alone is enough to make many enemies back off.

Following the streamlined, single-unit model of **type-2 phaser** issued during the 2270s, **Starfleet** returns to a two-piece unit in 2285. This closely resembles the model of pistol phaser used during the 2260s, and, like that weapon, comprises a main body casing into which the smaller **type-1 phaser** slots.

The type-1 unit is held in place by a firm clip toward the front of the casing. This clip covers the beam emitter of the type-1 phaser, directing all fire through the beam emitter of the main body only, although the controls and trigger of the type-1 unit can still be used to operate the combined weapon.

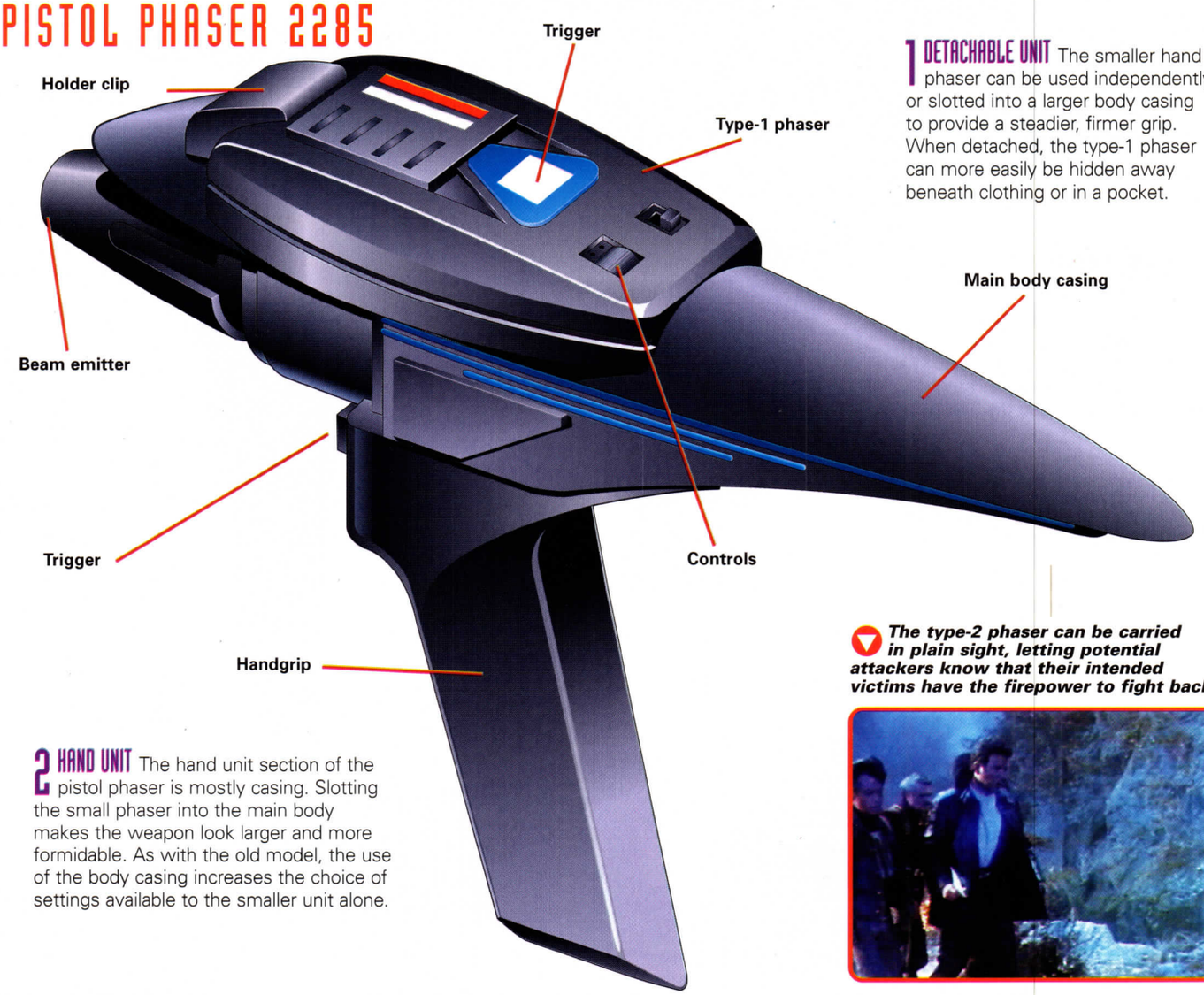
As with the model introduced in the 2260s, the main body casing is purely a device to boost the power of the smaller phaser unit and to provide a more solid grip; it cannot be used as a weapon without the type-1 attached.

Classic design

Even this third-generation pistol phaser still retains the basic design of an old-fashioned, pre-phaser revolver. The long handgrip, with the trigger located at the front and operated by the index finger of the gripping hand, is a weapon design which dates back centuries. But the type-2 phaser of the 2280s can do much more significant damage.

As with previous models, the weapon boasts a variety of settings from light stun to disintegration, and converting the type-1 to the type-2 provides extra power levels as well as

PISTOL PHASER 2285



1 DETACHABLE UNIT The smaller hand phaser can be used independently or slotted into a larger body casing to provide a steadier, firmer grip. When detached, the type-1 phaser can more easily be hidden away beneath clothing or in a pocket.

2 HAND UNIT The hand unit section of the pistol phaser is mostly casing. Slotting the small phaser into the main body makes the weapon look larger and more formidable. As with the old model, the use of the body casing increases the choice of settings available to the smaller unit alone.

The type-2 phaser can be carried in plain sight, letting potential attackers know that their intended victims have the firepower to fight back.

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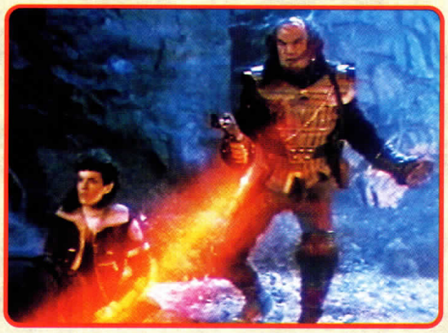
Pistol Phaser: 2285

increased accuracy.

The weapon is a metallic gray in color, with primary reds and blues used to distinguish the controls. It is a light weapon, easy to handle and, as with most phaser weapons, demonstrates no feedback or recoil to the user. When the weapon is fired, the path of the beam is seen as a wide, bright orange flash of energy which spreads slightly from the point of origin. The visibility of the beam is particularly helpful when using the phaser to heat an object or to disintegrate a substance which requires more than a single blast, as the beam can be focused onto a single point and the energy flow maintained to a very precise area. As with previous models, the type-2 phaser of the 2280s can be used to heat objects such as rocks for survival purposes as well as for attack and defense.

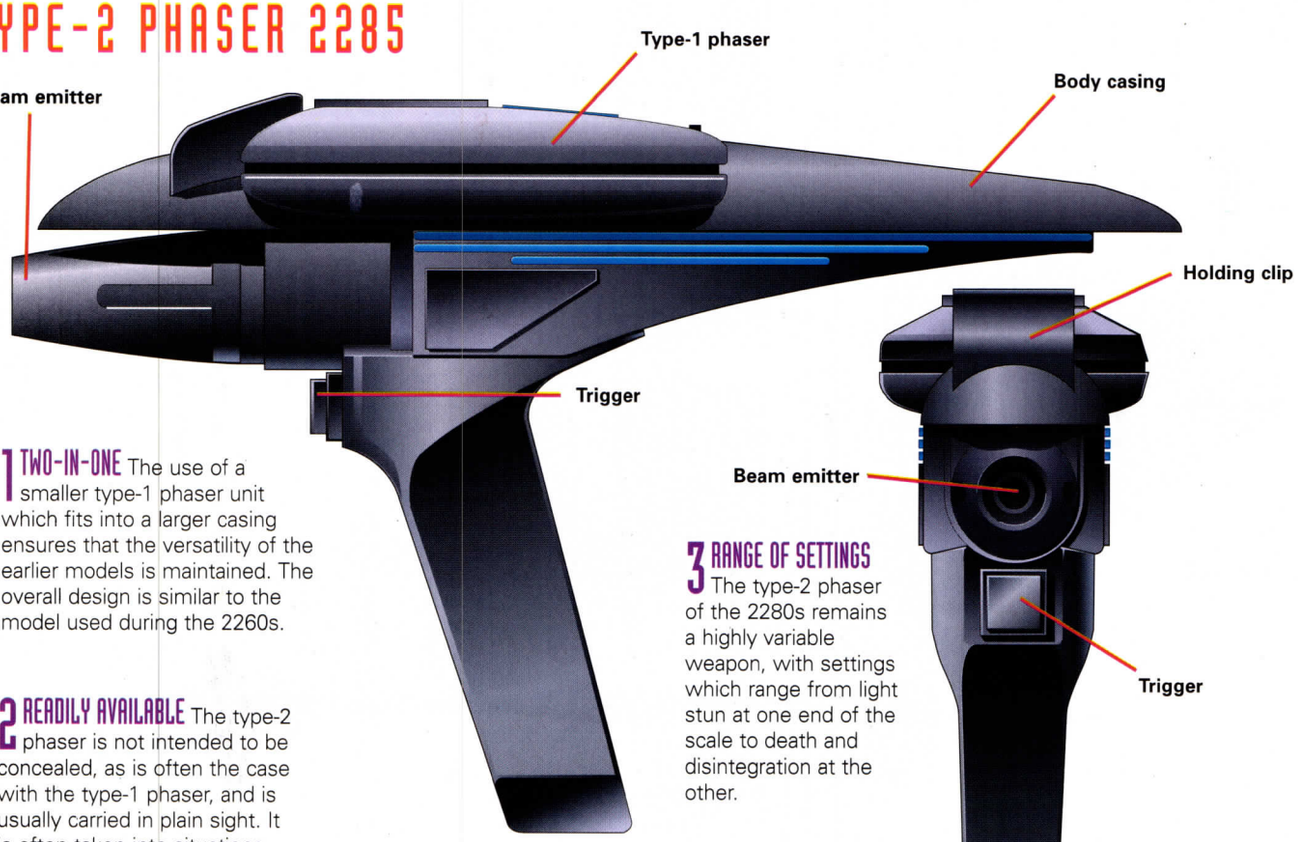
When fired, the phaser's beam shoots forward with a visible orange light. This is especially useful when the phaser is used to fire a sustained beam, as one can see where on the target object the energy is being focused.



A blast from the type-2 phaser will provide a more than adequate defense against attacking Klingons.

This model is a light, durable, and efficient weapon which draws on designs used by the human race for centuries and by Starfleet for decades. It does however, mark the end of one design lineage: this is the last time Starfleet will incorporate the detachable type-1 phaser unit into a pistol phaser design. In fact, by 2287 – only two years after it is introduced – this model is already out of favour.

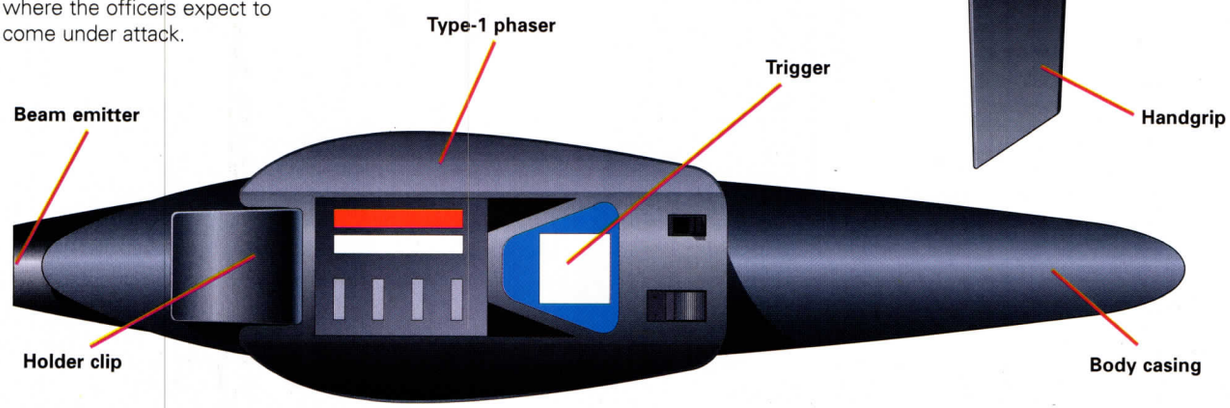
TYPE-2 PHASER 2285



1 TWO-IN-ONE The use of a smaller type-1 phaser unit which fits into a larger casing ensures that the versatility of the earlier models is maintained. The overall design is similar to the model used during the 2260s.

2 READILY AVAILABLE The type-2 phaser is not intended to be concealed, as is often the case with the type-1 phaser, and is usually carried in plain sight. It is often taken into situations where the officers expect to come under attack.

3 RANGE OF SETTINGS The type-2 phaser of the 2280s remains a highly variable weapon, with settings which range from light stun at one end of the scale to death and disintegration at the other.



FILE 69 STAR TREK: THE NEXT GENERATION

'Tapestry'

When a **Lenarian** attack leaves **Jean-Luc Picard** close to death, the captain of the ***U.S.S. Enterprise NCC-1701-D*** is in for a shock: **Q**, claiming to be God, offers **Picard** not only a glimpse of the afterlife, but the opportunity to put right his past mistakes.

'TAPESTRY'

"No. I am not dead. And I refuse to believe that the afterlife is run by you! The universe is not so badly designed."

– Captain Picard to Q

"Very well. If you really require more evidence of your post-mortem status, I guess I'll have to provide you some."

– Q to Captain Picard

In the ***U.S.S. Enterprise***'s sickbay, **Dr. Crusher** and her team are working furiously. An away team has been unexpectedly attacked and **Captain Picard** has been seriously wounded. His liver and spleen are damaged but, most importantly, his artificial heart has been fused. As Crusher tries to revive him, Picard goes into cardiac arrest.

Picard finds himself surrounded by white light; somewhere beyond the light he can see a figure who is extending a hand to him. Picard takes the hand, and is amazed to discover that it belongs to **Q**. The powerful trickster smiles, "Welcome to the afterlife **Jean-Luc**; you're dead."

Second chance

Q goes on to explain that he is God, and that Picard died five minutes ago in the *Enterprise*'s sickbay. The Captain refuses to believe him, so Q decides to prove his claims. First, he summons Picard's father, and then the voices of all the people who died because of the Captain's actions or inactions. Q tells Picard that since they will be spending eternity together, he wants to give him a chance to deal with any regrets he might have. Picard claims that he has none, but when Q shows him his artificial heart, and explains that it was responsible for his death, Picard agrees that the occasion on which he lost his own heart, a fight with three **Nausicaans**, was a mistake.

Q asks him how he would act if he had the chance to live his life over, and Picard replies that things would be different. Suddenly, he is back at ***Starbase Earhart***, where a woman slaps him in the face and storms out. Picard's friends, **Marta** and **Corey**, applaud him before leaving for the casino. Q appears and tells Picard that he is 21 years old again. He has the chance to handle the Nausicaans differently, and Q guarantees that nothing Picard does will have an adverse affect on history. If the Captain changes things, he won't lose his own heart and won't die on the operating table in 2369.

Picard explains that the woman slapped him because she had found out that he was two-timing her, and that Picard is now late for the second liaison. The date goes badly, and Picard soon joins his friends. A Nausicaan arrives and challenges Corey

ON SCREEN...

1 ***Captain Picard has taken a blast from a Lenarian weapon. It has caused severe damage to his artificial heart.***

2 ***Q appears in what he claims is the afterlife, and asks the Captain if he made any mistakes he now regrets.***

3 ***Picard's biggest mistake was to get into a fight with a group of Nausicaans in his youth. He was stabbed through the chest and lost his natural heart.***

4 ***Q has given Picard the chance to put right his past mistakes. He finds himself back on STARBASE EARHART, reliving the events of his youth.***

5 ***Marta and Corey, Picard's best friends, see him as a young man of 21. They are unaware that anything is amiss.***

6 ***Events unfold as before: a group of surly Nausicaans arrive, and cheat at dom-jot. This will lead to the momentous fight.***

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'Tapestry'

to a game of **dom-jot**. Picard tries to stop him accepting, but it's no good. Q arrives and, as they watch the match, Picard explains that the Nausicaan is cheating and that when Corey works out what has happened, Picard will rig the table so that Corey can win a rematch. The Nausicaans will not take kindly to losing, and this will cause the all-important fight.

Things happen exactly as Picard said they would, but this time he refuses to help Corey. Marta is surprised that Picard is acting so responsibly. As they talk, Q arrives with some flowers for Picard and Marta leaves, convinced that they are from another of 'Johnny's' conquests. Q is intrigued by Marta, but Picard tells him that they are only friends. Q has come tell Picard that Corey is rigging the table anyway. The Captain hurries to the casino, and stops Corey by threatening to report him to the gambling foreman. Corey is furious, and storms out.

Picard goes to Marta's room and tells her what has happened. She finds his new mature attitude very attractive, and the two friends are soon locked in an embrace.

New reasons for regret

Picard wakes up next morning and finds Q in bed next to him; he tells him he doesn't regret the previous night. Picard finds Marta in the bar, but it is obvious things have changed. She is convinced they have ruined their friendship, and Picard realizes she may be right. When she has gone, Q appears and congratulates him: so far, Picard has managed to alienate his two best friends.

When the three friends gather that night, things are very awkward. The Nausicaans soon arrive and begin to insult the **Starfleet** officers. When Corey tries to throw a punch, Picard knocks him down. The Nausicaans leave, followed by Picard's disgusted friends.

Picard turns around to find himself on the bridge of the *Enterprise*. Although he is back to his normal age, he is only a lieutenant. Picard runs to sickbay, where Q is waiting for him. He's done exactly as he promised, but in this reality Picard never took any risks and never earned promotion.

Picard discovers that the crew regard him as steady but unexceptional. He is deeply frustrated, but Q isn't finished with him. Picard steps out of a turbolift and back into the white void. He tells Q that he made a mistake and that he would rather die than live the life he just saw. With a self-satisfied smile, Q takes Picard back to the bar just as the Nausicaans accuse him of cowardice. This time, Picard throws himself into the fight, and within minutes he is stabbed through the heart. The Captain opens his eyes to find himself in sickbay, with Beverly assuring him that he's going to be all right.

Later, Picard discusses the situation with **Riker**. The Captain is amazed that Q could show so much compassion, and feels that he owes him a debt of gratitude. He realizes now that he cannot undo the 'mistakes' he made without unraveling the entire tapestry of his life. Riker looks at his captain and smiles, imagining the young man he must have been, and, with obvious pleasure, Picard begins to tell him about another occasion when he had a run-in with some surly Nausicaans ...

STARSHIP FACTS

- **Picard sustains his injury when the away team run into trouble with Lenarians, who use a compressed tachyon beam against him.**
- **In the altered present, Picard's actions have only affected him: the rest of the *U.S.S. Enterprise* is much the same. Former subordinates, such as Will Riker and Deanna Troi, now outrank him.**

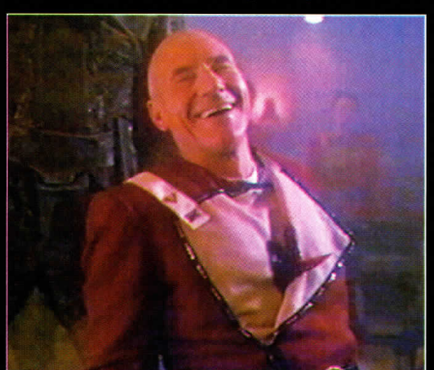
ON SCREEN...

7 ***This time, Picard acts differently. He refuses to help Corey cheat, and the friends argue. Marta is impressed by Picard's new-found maturity, and it seems that a romance may be in the offing. So far, things are going well; the changes seem to be to Picard's advantage.***

8 ***The temptation to change the past is too great for Picard, but he and Marta soon fall out.***

9 ***When Picard prevents another fight with the Nausicaans by threatening to report Corey and then hitting him, he alienates this friend as well.***

10 ***Picard finds himself back in the present on the bridge of the U.S.S. ENTERPRISE NCC-1701-D. But he is only a lieutenant, not the ship's captain.***



11 ***Picard explains to Riker and Troi that he thinks he is capable of more than his current duties. They disagree.***

12 ***Picard realizes he was wrong to change the past: taking risks is part of who he is. Q allows him to change things back to how they should be.***

FILE 70 STAR TREK: DEEP SPACE NINE

'The Visitor'

Jake Sisko is an old man who gave up a successful writing career to study physics, in the hope that he could rescue his father from subspace. Now, nearing the end of his life, Jake believes that he has finally found a solution . . .

'THE VISITOR'

"Benjamin Sisko was more than my commanding officer, he was the Emissary to my people sent by the Prophets. But most importantly, he was my friend."

– Kira Nerys at Sisko's funeral

In a house somewhere near the bayous, an old man answers his door to a young woman. Her name is **Melanie**, she's a writer, and she's looking for her favorite author – **Jake Sisko**. She wants to ask him why he stopped writing when he was only 40. It's a long story, but Jake decides that this is a good time to tell it.

The story begins many years ago, when Jake was only 18, and his father died. Jake and his father had gone to the **Gamma Quadrant** to watch the **Bajoran wormhole** undergo a subspace inversion. Suddenly, the ***U.S.S. Defiant*** was rocked: the wormhole's gravimetric field was surging. **Dax** moved the ship to a safe distance, but the engine's power output jumped off the scale. Nobody in Engineering answered Sisko's hails, so he went there himself. He found the engineers unconscious, and the warp coils were locked into a feedback loop; they had to be realigned manually. Sisko tried to shunt the excess power through the deflector array. He succeeded, but was caught in an energy discharge and disappeared.

Strange sighting

A few months later, things were more or less back to normal. But then, one night, Jake awoke to find his father sitting in a chair. After a few seconds he disappeared. Jake told Dax and she scanned the room thoroughly, but found nothing.

Eight or nine months passed, and tensions with the **Klingons** increased. Without Sisko, the **Bajorans** became nervous and signed a defense pact with the **Cardassians**. War with the Klingons was inevitable, and many civilians left ***Deep Space Nine***, but Jake decided to remain.

About this time, he found his father lying in a corridor. Ben Sisko was taken to sickbay; it seemed that the warp core discharge had pulled him into subspace. If they were to keep him in normal space, they would have to realign his temporal signature. But before they could do anything, Sisko disappeared again.

In the present, Jake is weakening. Melanie suggests that she come back later, but Jake tells her there won't be a next time: he's dying. He continues with the story.

Dax and **O'Brien** spent months trying to locate Ben. Eventually, the situation with the Klingons came to a head and the

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ON SCREEN...

1 *Jake Sisko has written books which have enjoyed much critical acclaim. Fans and aspiring writers such as Melanie have long wondered why he abandoned his work at such a young age.*

2 *Jake decides to tells his young visitor his tragic story. It starts many years ago, when his beloved father, Ben, was apparently killed by an energy surge aboard the U.S.S. DEFIANT.*

3 *One night, Jake sees his father sitting in a chair. Later, Dax can find no indication that Ben was really there.*

4 *Months later, Sisko appears again. In sickbay, it is discovered that the energy surge shifted him into subspace.*

5 *Sisko's temporal signature needs to be realigned in order for him to be returned to normal space permanently. But before this can be achieved, he disappears again.*

6 *Jake is weakening, and Melanie feels that perhaps he should rest, but he would prefer to continue. The story is a long way from being over.*

'The Visitor'

Federation turned the station over to them. Jake came to Earth and was forced to get on with his life. He studied writing at the **Pennington School**, then settled in Louisiana with his grandfather. He wrote his first novel, which was favorably received, and even got married.

One night, Jake was working late when his father appeared. Jake introduced him to **Korena**, his wife. She showed him Jake's books and Ben was delighted, but once again he disappeared after a few minutes. Jake consulted with Dax, and they realized that there was some kind of subspace link between Jake and his father. They also realized that Ben's appearances were governed by fluctuations in the wormhole's subspace field. Dax calculated that the next time Ben would appear, Jake would be an old man. Determined to do something, Jake gave up writing and went back to school to study subspace mechanics. Jake's obsession eventually cost him his marriage, but he continued working. Eventually, he discovered a way to recreate the accident.

The wormhole was undergoing a subspace inversion again for the first time in 50 years. **Nog**, now a Starfleet captain, managed to get hold of the *Defiant* and reassemble the crew. **Worf** got permission for them to enter the Bajoran system. Jake had designed a subspace flux isolator and they set it up in Engineering.

Attempted rescue

As the wormhole began to invert, Jake was pulled into subspace. He found himself in a white void with his father. Ben realized that his son had given up everything to try to rescue him, and begged him to devote his energies to living his own life. After only a few minutes, Jake was pulled back into normal space.

In the present, Jake gives his visitor a copy of his new collection of stories. He has decided to do as his father wanted. He had hoped to finish another two stories, but now he won't have enough time. He explains that after the last attempt failed he realized what was happening. When the accident happened, Ben was frozen in time and the link between them is like an elastic cord. Every so often, the cord becomes taught enough to pull his father into the present. Jake also realized that if he died and stopped moving through time, the cord would go slack and Ben would be lost in subspace forever. But, if he cuts the cord when the link is at its strongest – while they are together – his father will return to the moment of the accident. Melanie finally understands: Ben Sisko will appear here today, and Jake plans to kill himself. Jake asks her to promise him that she will look up every now and again as she reads his stories and enjoy her life. She takes her bag and leaves. On his own again, Jake sits in his favorite chair and falls asleep. He is awoken by his father. Ben is delighted that his son is still in the house and that he has gone back to writing. Jake tells him what is happening and tells his father to remember to dodge the energy discharge from the warp core. Suddenly, Sisko is back on the *Defiant*, and this time he jumps clear from the discharge. Alive and restored to normal space, Ben Sisko takes his 18-year-old son in his arms.

STARSHIP FACTS

It seems that only the unpleasant elements of Jake Sisko's future have been erased: he writes the initial draft of his first novel, 'Anslem', in 2372 – a year after his father escapes death on the *U.S.S. Defiant*.

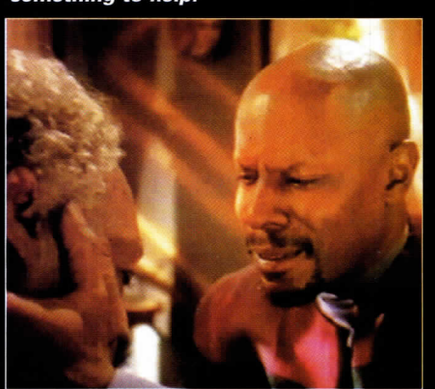
ON SCREEN...

***7** Time passes, and as Jake reaches adulthood he realizes his dream of becoming an acclaimed writer. He celebrates his success with his wife, Korena, and Nog, who has been his best friend since childhood.*

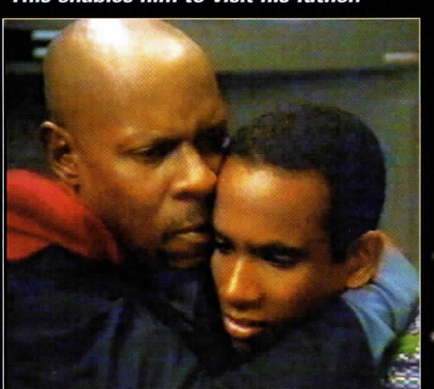
***8** When Ben Sisko appears this time, he is delighted by Jake's success and tells him how proud he is of his achievements. Ben is happy that his son has found a rewarding career and a loving wife.*

***9** Dax tells Jake that the next time he sees his father he will be an old man. Jake decides that he must be able to do something to help.*

***10** With the aid of Nog and several of his father's old friends, Jake travels to the wormhole as it inverts once again. This enables him to visit his father.*



***11** Jake now knows how to help his father leave the timestream and return to normal space: he must break the link between them while Ben is with him. In order to ensure that this happens, he must die on Ben Sisko's next visit, and so commits suicide by taking poison.*



***12** Sisko is sent back to the moment the accident occurred. With Jake's warning to avoid the discharge fresh in his mind, he is able to evade the power surge and history is changed. Alone with Jake, Ben Sisko takes his son in his arms, aware of how much the future Jake was prepared to sacrifice for him.*

B continued

Brown, Doc **Tom Paris**'s childhood pediatrician, who always had lollipops and **holocomics** on hand, and made house calls with garlic soup. Paris wished that the ***U.S.S. Voyager***'s **EMH** possessed a similar bedside manner. (*Starship Log:* 'Cathexis' [VOY]) ***SEE FILE 71***

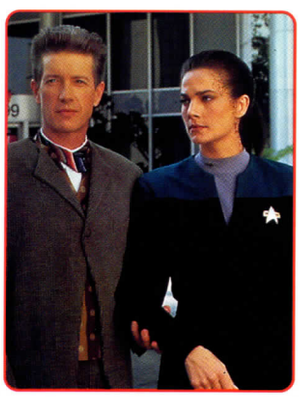
Brown, Dr. This android was **Dr. Roger Korby**'s assistant on **Exo III**. Brown had once been human, but Korby used alien technology to imprint his personality into a manufactured body. (*Starship Log:* 'What Are Little Girls Made Of?' [TOS]) ***SEE FILES 18, 55, 68***

brown dwarf This starlike object of relatively small size has low mass and below average luminosity. Such objects are typically hard to observe at galactic range. (*Starship Log:* 'Manhunt' [TNG]) ***SEE FILES 5, 69***

Brull A leader of the **Acamarian** outlaws known as the **Gatherers**. Brull, along with his chieftain, **Chorgan**, was part of the delegation that negotiated a truce with **Acamarian** sovereign **Marouk** in 2366. (*Starship Log:* 'The Vengeance Factor' [TNG]) ***SEE FILES 18, 69***

Brunt This liquidator from the **Ferengi Commerce Authority** charged **Quark** with violating trade bylaws for failing to supervise his rebellious mother. (*Starship Log:* 'Family Business' [DS9]) ***SEE FILES 14, 51, 70***

Bryma Planet in the **Demilitarized Zone**, where the **Cardassians** kept a secret weapons depot. (*Starship Log:* 'The Maquis', Parts I and II [DS9]) ***SEE FILES 3, 71***



Brynner, Chris This wealthy computer entrepreneur befriended **Jadzia Dax** when a transporter malfunction stranded her in 21st-century San Francisco. (*Starship Log:* 'Past Tense', Part I [DS9]) ***SEE FILES 44, 70***

Chris Brynner assisted Jadzia Dax in the search for her missing friends.

Brynner Information Systems The hugely successful corporation founded by **Chris Brynner** in the early 21st century. Brynner-developed computer products and services included **Interface Operations**, **Net Access** and **Channel Ninety**. (*Starship Log:* 'Past Tense', Parts I and II [DS9]) ***SEE FILES 44, 70***

budding A stage in the reproductive process of ***Deep Space Nine*** resident and ***Starfleet*** officer, **Vilix'pran**. In his species, males give birth to litters of two to 18 hatchlings. (*Starship Log:* 'Heart of Stone' [DS9]) ***SEE FILES 18, 27, 70***

After years of war, Brull desired a better life for his two sons, and so helped to organize a truce between the Gatherers and the Acamarians. The new peace accord marked the end of more than a century of conflict between the two groups.

Budrow, Admiral This high-ranking **Starfleet** officer is the Commandant of ***Federation Starbase 29***. When ***U.S.S. Enterprise NCC-1701-D*** Executive Officer **Riker** was detained by a **Tilonius IV** faction, his abductors claimed that Budrow had no record of Riker in **Starfleet**. (*Starship Log:* 'Frame of Mind' [TNG]) ***SEE FILES 19, 43, 69***

buffer An appliance attached to the belt of each **Bynar** being, which permitted the transfer of data from one individual to another. This has allowed the race to develop a means of communication similar to the binary language of computers. (*Starship Log:* '11001001' [TNG]) ***SEE FILES 18, 69***

Builders, The SEE **Pralor Builders**, **Cravic Builders** ***SEE FILES 18, 55, 71***

Bularian canapes Favorite dish of **Admiral Alynna Nechayev**, reputed to be very fattening. (*Starship Log:* 'Journey's End' [TNG]) ***SEE FILES 7, 69***

Bulgallian rat An especially vicious rodent. When **Wesley Crusher** was prepping for his **Starfleet Academy** entrance exam in 2364, he considered creating a **holo**-Bulgallian rat to act as an incentive. (*Starship Log:* 'Coming of Age' [TNG]) ***SEE FILE 69***

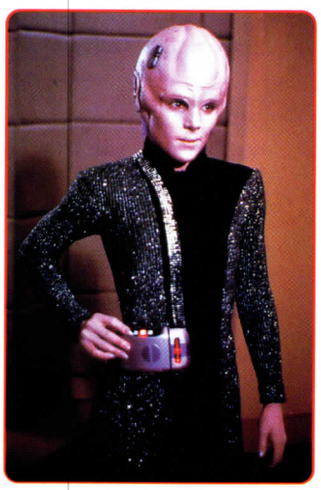
bunny rabbit Familiar name for the Earth species *Oryctolagus cuniculus*. During a scientific survey of **FGC-47** in 2368, **Commander Data** thought a cloud formation in the nebula resembled this short-tailed burrowing mammal. (*Starship Log:* 'Imaginary Friend' [TNG]) ***SEE FILE 69***

Buran, U.S.S. This ***Challenger***-class vessel was one of the 39 **Federation** ships destroyed in **Starfleet**'s battle with the **Borg** at **Wolf 359**. (*Starship Log:* 'The Best of Both Worlds', Part II [TNG]) ***SEE FILES 31, 69***

Buranian A cultural and archeological epoch on **Marlonia**. Some argillaceous designs from the era resembled clayware from the planet's earlier **Taguan** period. (*Starship Log:* 'Rascals' [TNG]) ***SEE FILES 18, 69***

Bureau of Planetary Treaties This **Federation** department has authority over interstellar pacts and accords. The Bureau was unable to help locate **James T. Kirk** after the captain vanished during a diplomatic mission in 2268. (*Starship Log:* 'The Mark of Gideon' [TOS]) ***SEE FILES 7, 68***

Brown, Doc
Brown, Dr.
brown dwarf
Brull
Brunt
Bryma
Brynner, Chris
Brynner Information Systems
budding
Budrow, Admiral
buffer
Builders, The
Bularian canapes
Bulgallian rat
bunny rabbit
Buran, U.S.S.
Buranian
Bureau of Planetary Treaties
Burke, John
Burke, Lieutenant
Burke, Yeoman
Burleigh, Beatrice Flora
Burleigh, Henry
Burleigh, Lord
burrito, chili
Buruk, I.K.C.
Bushmen, South African
Bussard collectors
Butch
Butcher of Bozeman, The
Butcher of Gallitep, The
Butler
Byleth
Bynars
Bynaus
Byrd, Ensign Danny
Byzallians
Byzatium transport



Each member of the Bynar race wears a device called a buffer, which allows an extremely quick means of communication. The Bynars and their computers have become inseparable; the language they use is as close to binary as is possible for organic beings.

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Burke, John As head astronomer at England's Royal Academy during the 2060s, Burke delineated the first astral chart of the region surrounding **Sherman's Planet**. (*Starship Log:* 'The Trouble with Tribbles' [TOS]) ***SEE FILES 7, 68***

Burke, Lieutenant An officer serving aboard the ***U.S.S. Enterprise*** during the strategic simulation exercise of 2365. **Ensign Crusher** was able to transfer antimatter to the **Riker**-commanded ***U.S.S. Hathaway*** without Burke's knowledge. (*Starship Log:* 'Peak Performance' [TNG]) ***SEE FILES 25, 69***

Burke, Yeoman A member of the ***U.S.S. Enterprise*** crew during 2293. After his involvement in the assassination of **Klingon Chancellor Gorkon** was revealed, Burke was murdered by a co-conspirator. (*Starship Log:* ***Star Trek VI: The Undiscovered Country***) ***SEE FILES 43, 77***

Burleigh, Beatrice Flora A **holocharacter**, the younger sister of **Henry Burleigh**. Little Beatrice appeared to **Janeway** outside the **holodeck** during ***Voyager***'s hallucinatory encounter with a **Bothan** in 2371. (*Starship Log:* 'Learning Curve' [VOY]) ***SEE FILES 56, 71***

In 2371, Beatrice appeared outside the holodeck and tormented Captain Janeway. This occurrence is in fact scientifically impossible, but is nevertheless disturbing.

Burleigh, Henry The stubborn eldest child of **Lord Burleigh. Captain Janeway**, as '**Lucie Davenport**' in her **holonovel**, was governess to Henry and his sister. (*Starship Log:* 'Learning Curve' [VOY]) ***SEE FILES 56, 71***

Burleigh, Lord A widower, and **Janeway**'s employer in her Gothic **holonovel**. Burleigh fell in love with **Lucie**/Janeway, which contributed to the confused desires she felt for him outside the **holodeck** in 2371. (*Starship Log:* 'Cathexis' [VOY]) ***SEE FILES 56, 71***

burrito, chili A flour tortilla wrapped around a filling of beans, meat, cheese, and salsa. **Tuvok** bought several chili burritos for breakfast for himself, **Paris**, and **Rain Robinson** in 20th century Los Angeles. (*Starship Log:* 'Future's End', Part II [VOY]) ***SEE FILE 71***

Buruk, I.K.C. This **Klingon** warship was used by **Gowron** to convey himself to the ***U.S.S. Enterprise NCC-1701-D*** during his successful attempt to become the leader of the **Klingon High Council** in 2367. (*Starship Log:* 'Reunion' [TNG]) ***SEE FILES 34, 69***

Bushmen, South African An tribal people of Earth. **Tuvok** noted that as far back as the Paleolithic Era they had used the **atlatl**, a crude weapon that the **Klingons** claimed to have invented. (*Starship Log:* 'Basics', Part II [VOY]) ***SEE FILE 71***

Bussard collectors The exterior **ramscoop** appliances found on the nacelles of certain **Starfleet** vessels, which are primarily used to collect gases and other matter that is then converted to fuel. (*Starship Log:* 'Flashback' [VOY]) ***SEE FILES 25, 71***

The holonovel was no longer a form of relaxation for Captain Janeway when Lord Burleigh declared his love for her character, resulting in a personal conflict of guilt and confusion. Under normal circumstances, Janeway used this Gothic fantasy as a way to unwind.

Butch One of the outlaw 'militiamen' who held **Torres** and **Chakotay** captive, believing them to be U.S. government agents, after their shuttle crashed in late 20th century Arizona. (*Starship Log:* 'Future's End' Part II [VOY]) ***SEE FILE 71***

Butcher of Bozeman, The Nickname given to **Eli Hollander**, a character from the **holodeck** program 'Ancient West', encountered by **Commander Data** in 2369. (*Starship Log:* 'A Fistful of Datas' [TNG]) ***SEE FILES 56, 69***

Butcher of Gallitep, The A sobriquet given to the barbaric **Gul Darhe'el**, the commandant at Gallitep, a notorious **Cardassian** work compound where atrocities were committed against internees. (*Starship Log:* 'Duet' [DS9]) ***SEE FILES 10, 13, 50, 70***

Butler **James T. Kirk**'s pet dog, a Great Dane. Although Butler died in 2286, Kirk found the dog at his cabin inside the alternate reality of the **Nexus**. (*Starship Log:* ***Star Trek: Generations***) ***SEE FILES 43, 78***

Byleth This **Lyaaran** diplomat provoked **Lieutenant Worf** during a cultural exchange with the ***U.S.S. Enterprise NCC-1701-D*** crew, in order to experience the condition of antagonism. (*Starship Log:* 'Liaisons' [TNG]) ***SEE FILE 69***

Bynars This humanoid race lives within a binary-based computerized society on **Bynaus**. In 2364, when the Bynars' system malfunctioned, they successfully attempted to use the computers of the ***U.S.S. Enterprise*** to restore their network. (*Starship Log:* '11001001' [TNG]) ***SEE FILES 18, 25, 69***

Bynaus Planetary home to the **Bynar** species. The planet and its computer network were threatened by a solar flare from its star, **Beta Magellan**, in 2364. (*Starship Log:* '11001001' [TNG]) ***SEE FILES 18, 69***

Byrd, Ensign Danny **Ensign Harry Kim**'s best friend back home. In an alternate universe, Byrd was the ***U.S.S. Voyager***'s Operations Officer, not Kim, and was declared dead when the ship was lost in the **Badlands**. (*Starship Log:* 'Non Sequitur' [VOY]) ***SEE FILES 43, 71***

Byzallians In 2371, these sentient beings planned to hold a conference at the ***Deep Space Nine*** station, but were delayed when **Lieutenant Thomas Riker** hijacked the ***U.S.S. Defiant***. (*Starship Log:* 'Defiant' [DS9]) ***SEE FILE 70***

Byzatium transport Several vessels such as this cargo freighter were scheduled to deliver shipments to ***Deep Space Nine*** during the **Thomas Riker** crisis. (*Starship Log:* 'Defiant' [DS9]) ***SEE FILE 71***